

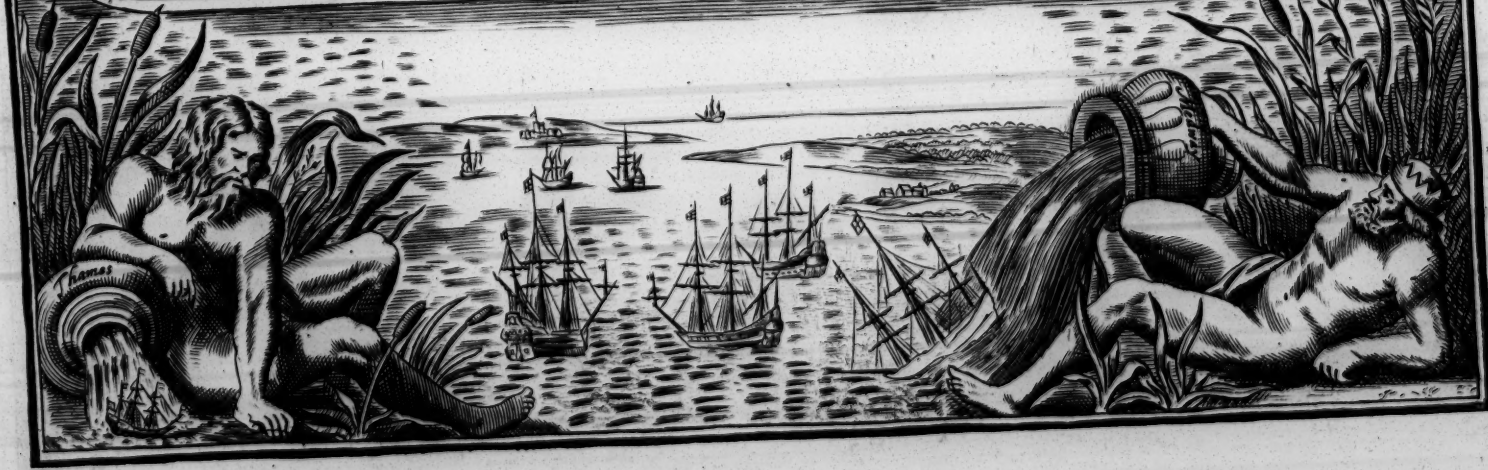


THE
English Pilot.
THE SECOND BOOK
The Second Part

Describing the Sea-coasts Bayes Gulphs,
Harbors. and Moulds; The Islands, Rocks,
and Dangers in the
MEDITERRANEAN SEA.
Shewing the Courses and Distances from one Place to another
Being furnished with New and Exact Charts, and Descriptions,
Gathered from the Experience of divers Able & Expert Navigators
of our **ENGLISH** Nation.
*Not Heretofore Published in England: Collected for the
Generall Benefit of our own Countrey-men.*

By John Seller his Majesty's Hydrographer.

W. Fisher I. Thornton
I. Colson I. Atkinson.



THE ⁴²
ENGLISH PILOT.

THE SECOND BOOK.

THE SECOND PART.

Describing the Sea-Coasts, Capes, Bays, Gulfs, Roads,
Harbours, Moles, Rivers and Ports, together
with the Soundings, Sands, Rocks and
Dangers in the

Mediterranean Sea.

Also shewing the Courses and Distances from one Place to another:
The Setting of the Tides and Currents; the Ebbing and
Flowing of the Sea:

Being furnished with New and Exact Charts, Draughts, and Descriptions, gathered from
the Experience and Information of divers Able and Judicious Navigators.

Not heretofore Printed in *ENGLAND*.

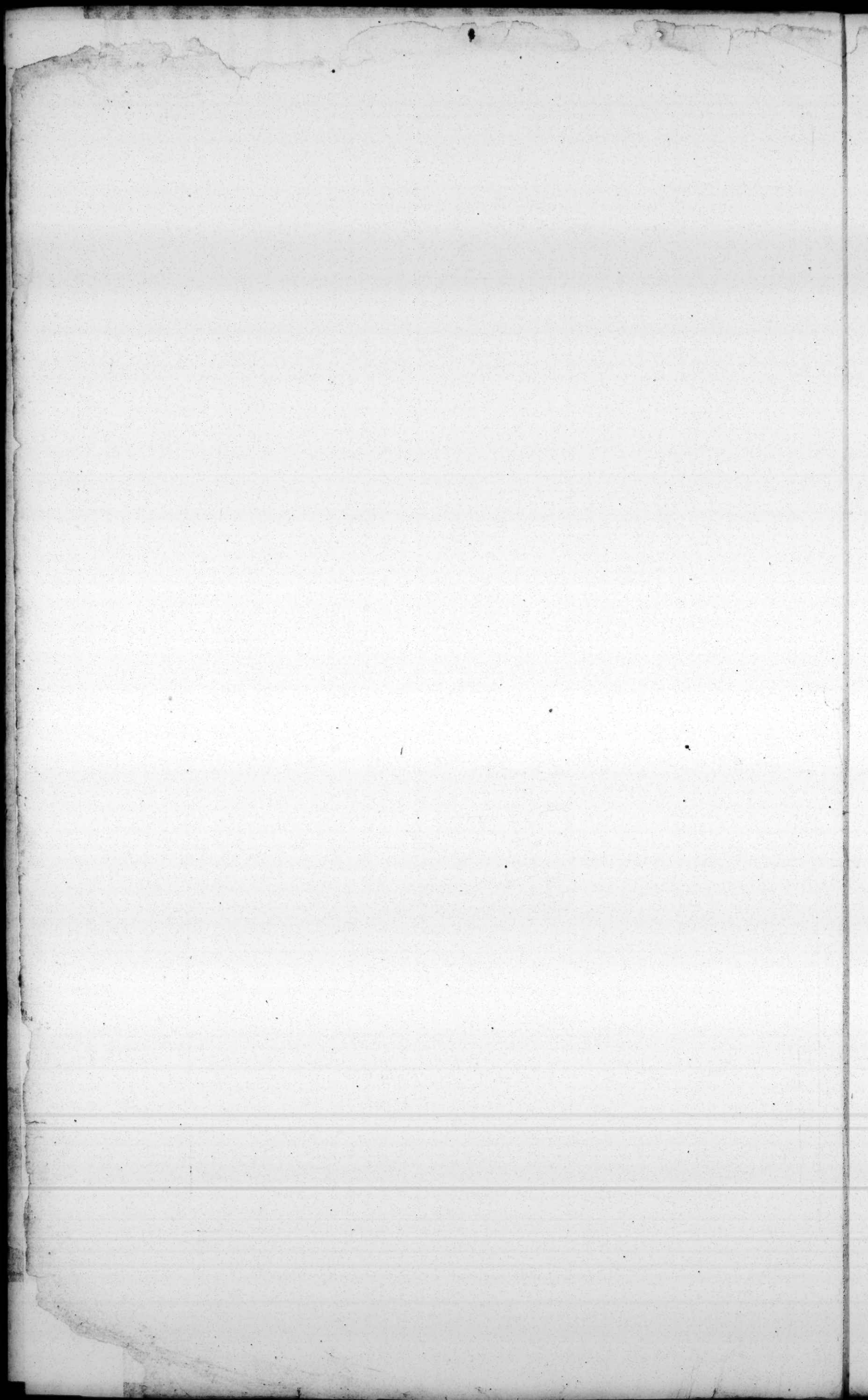


Cum Privilegio Regis Majestatis.

Published for the Benefit of our Country-Men,
By JOHN SELLER, *Hydrographer* to the KING.

L O N D O N,

Printed by John Darby, for John Seller, at the *Hermitage-stairs* in Wapping; William Fisher, at the
Postern-Gate on Tower-Hill; John Thornton, at the *Plat* in the Minories; John Colson, in Marsh-
Yard in Wapping; James Atkinson, at *Cherry-Garden-stairs* in Redriff, M. DC. LXXVII.





Charles R.



CHARLES the Second, By the Grace of God, King of England, Scotland, France, and Ireland, Defender of the Faith, &c. To all Our loving Subjects, of what degree, condition, or quality soever, within any Our Kingdoms or Dominions, greeting. Whereas We have been given to understand, that Our Trusty and Well-beloved Subject, John Seller, Our Hydrographer in Ordinary, hath been for these several Years last past, Collecting and Composing two large Treatises of Navigation, the one Entituled the English Pilot, the other the Sea Atlas, Describing the Sea-Coasts, Capes, Head-Lands, Bays, Roads, Rivers, Harbours, Rocks, Sands, Soundings, Shoals, and places of Danger in most of the known parts of the World; a Work of very great Expence and Cost, and not heretofore performed in this Our Kingdom: The first Part whereof being now fully and entirely finished; We are informed, that Endeavours are made by some of our Subjects, secretly to Copy and Reprint the same, but under another Title, to the great prejudice and discouragement of the said John Seller. We therefore taking the same into Our Princely Consideration, and minding the great Usefulness of this Work, have thought fit, for his future Encouragement, hereby to declare Our Pleasure; And accordingly We do by these Presents strictly prohibit and forbid all Our Subjects, within Our Kingdoms of Great Britain and Ireland, to Copy, Epitomize, or Reprint the said Treatises of Navigation, [Entituled The English Pilot, and The Sea Atlas] in Whole or in part, or under any other Name or Title whatsoever; or to Copy or Counterfeit any of the Maps, Plats, or Charts, that shall be in the said Treatises, within the term of thirty Years next ensuing the date of these Presents, without the Consent and Approbation of him the said John Seller, his Heirs, Executors, or Assigns. And that no such Books, Maps, Charts, or Plats, or any Part or Copy thereof, be Imported from beyond the Seas, either under the Name of Dutch Waggoners, or Lightning Columnies, or under any other Name whatsoever, during the said term of thirty Years, As the Persons offending will answer the contrary; Not only by the Forfeiture of the said Books, Plats, Charts, or Maps, but at their utmost Peril. Whereof as well the Wardens and Company of Stationers of our City of London, As all and singular Our Officers of Our Customs in our Port of London, or any other place within our Dominions; And all other Our loving Subjects, Whom it may concern, are to take particular Notice, that due Obedience be given to this Our Royal Command accordingly.

Given under Our Signet and Sign Manual, at Our Court at White-Hall, the two and twentieth day of March, 16⁷⁰ in the three and twentieth Year of Our Reign.

By His Majesties Command.

Arlington.

#15



To all Captains, Commanders, Ingenious Mariners, and other Persons of
our English Nation, concerned in Maritime Affairs.

WORTHY GENTLEMEN,



His ensuing Treatise, being a Description of the Sea-Coasts of the MEDITERRANEAN, and the first that hath been Published in *England*, is humbly presented unto you, and I hope it will be kindly accepted. For it cannot but reflect upon that Honour we have always been entitled to, for preceding other Nations in the Art of Navigation, that the *Hollander* should do that for us in English, that may be better performed here; especially if all Commanders, and Ingenious Mariners, would please to make it their Business (as I have heretofore intreated in my former part of the *English Pilot*) to promote a Design so useful to the Nation, to Communicate their Observations and Experience to those that are concerned in this Undertaking. For want of which Information, we have been forced (in this present Treatise) to follow the *Dutch*, but no further than was Consonant to Reason and general Approbation, and where we were wanting of better Information from our Country-Men, with the Emendation of many Errors and Absurdities. As (to instance one) the mistake of *Dutch* for *English* Leagues throughout the whole *Straits Waggoner*, which fault did escape our Notice till Chap. 4. Page 49, because we have not found the like in any of the other parts of the *Dutch Waggoner*, which the Reader is intreated to remember; but from the aforementioned page to the end of this Treatise, the Leagues are *English*, as they ought to be.

And here I thought good publicly to advertise the Reader, that for the better Management of my so Chargeable and Difficult an Undertaking, I have accepted the Assistance of my worthy Friends, Mr. *William Fisher*, Mr. *John Thornton*, Mr. *John Colson*, and Mr. *James Atkinson*, as my Copartners in the *English Pilot*, *Sea Atlas*, and in all Sea-Charts, Plain and Mercator; We resolving unanimously (by Divine Assistance) to spare neither Cost nor Pains, to render the whole of this Design the most Compleat of any Extant. And here we do Intreat the help of all Ingenious Persons, that can Contribute any thing to the Perfection of this Work; promising kindly to Accept, and carefully to Publish, any Information we shall receive for the Benefit of the Publick. So hoping for your Compliance in this so reasonable a Request, and intreating that you would give Life to this Undertaking by your Encouragement, I remain,

Your Friend,

and real Well-wisher,

JOHN SELLER.

From my House at the Hermitage-stairs in Wapping,
July 24. 1677.

N^o I



A Chart of the
Westernmost Part of the
MEDITERRANEAN

SEA
By John Seller, John Colson,
William Fisher, James Atkin
son, and John Thornton.

H I S P A N I A
P A R S

G A S I A P A R S

Andalusia

Granada

Murcia

Valencia

Catalonia

Languedoc

Prouenza

Strait of Gibraltar

ARABIA

Regnum Tremisen

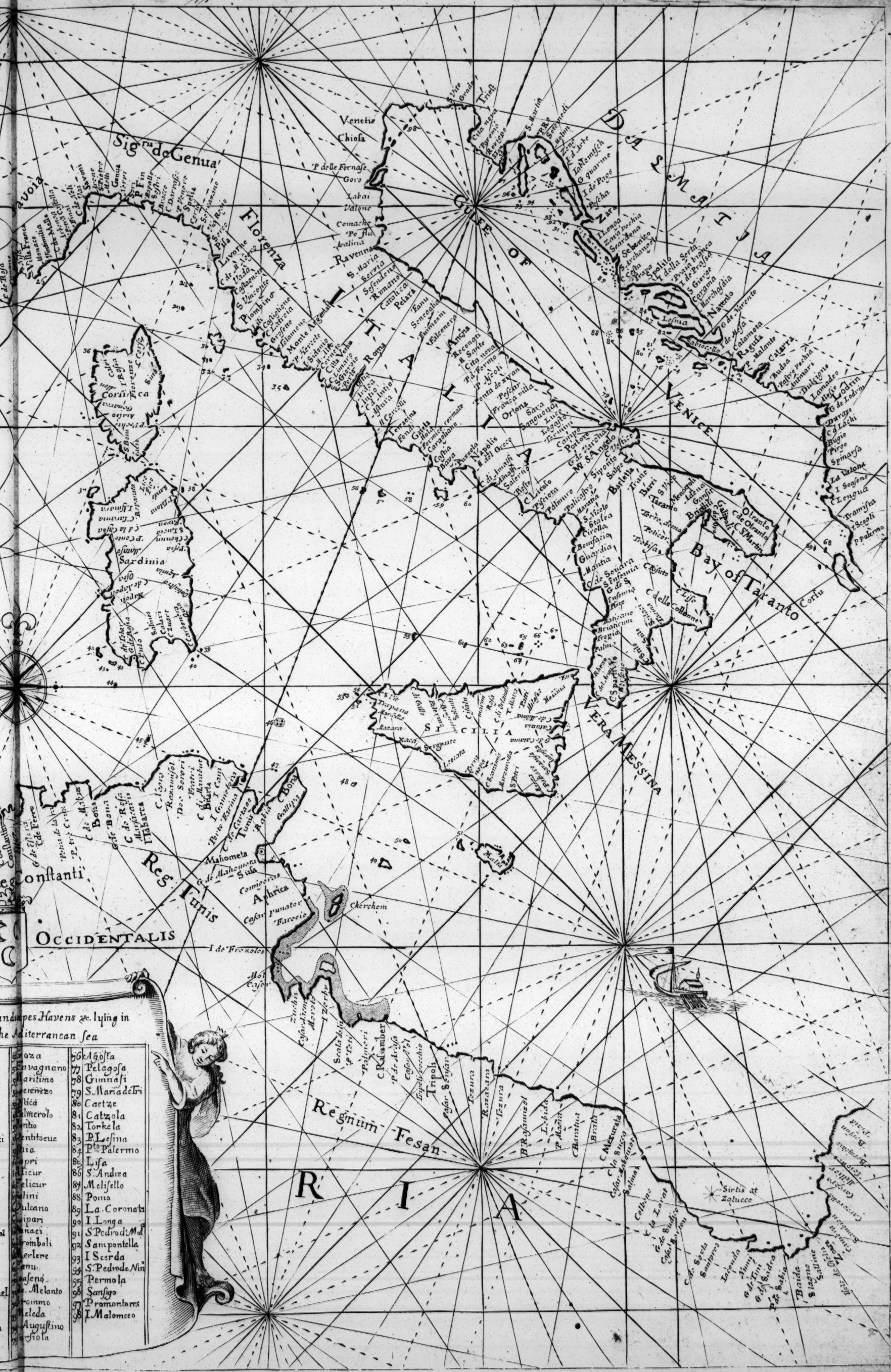
Regnum Fezz

B A R B A

The Names of the Islands in
the Westernmost part of the Mediter

1	Arboran	26	C Vesperis	41	Sancti Petri
2	Formentera	27	Malora	42	Sancti Pauli
3	Belcran	28	Gorgona	43	Sancti Martini
4	Comiger	29	Capraia	44	Sancti Vincentii
5	P. Magno	30	Elba	45	Sancti Iuliani
6	Jagonago	31	Planosa	46	Sancti Basilii
7	S. Iuliane	32	Formigues	47	Sancti Marci
8	Porto Yvica	33	Monte Christi	48	Sancti Agathi
9	Cabrera	34	Gigis	49	Sancti Stephani
10	IDragoner	35	Tanuti	50	Sancti Andreae
11	M. Colibre	36	C Rivela	51	Sancti Nicolai
12	C Formentell	37	I. A. Inara	52	Sancti Blasii
13	G. d. Aludia	38	I. Tolara	53	Sancti Vincentii
14	C. Lapedra	39	Serpentaria	54	Sancti Iuliani
15	P. Colombi	40	Cortelaso	55	Sancti Martini
16	Porto Pedro	41	Palma de Sal	56	Sancti Vincentii
17	C. de Salines	42	S. Pedro	57	Sancti Iuliani
18	Porto Maon	43	Vacca	58	Sancti Martini
19	P. Fontelle	44	Toro	59	Sancti Vincentii
20	C. de Baiolis	45	Galita	60	Sancti Iuliani
21	C. Tolon	46	Chiribial Quel	61	Sancti Martini
22	I. Ribadin	47	Zombino	62	Sancti Vincentii
23	Polcairola	48	Pantalana	63	Sancti Iuliani
24	Porto Croso	49	L. ampidosa	64	Sancti Martini
25	Bovena	50	L. inofa	65	Sancti Vincentii

English and French Leagues 20 in one degree
Leagues de Spania 17 1/2 in one degree
Duytche mylen 15 in een graet

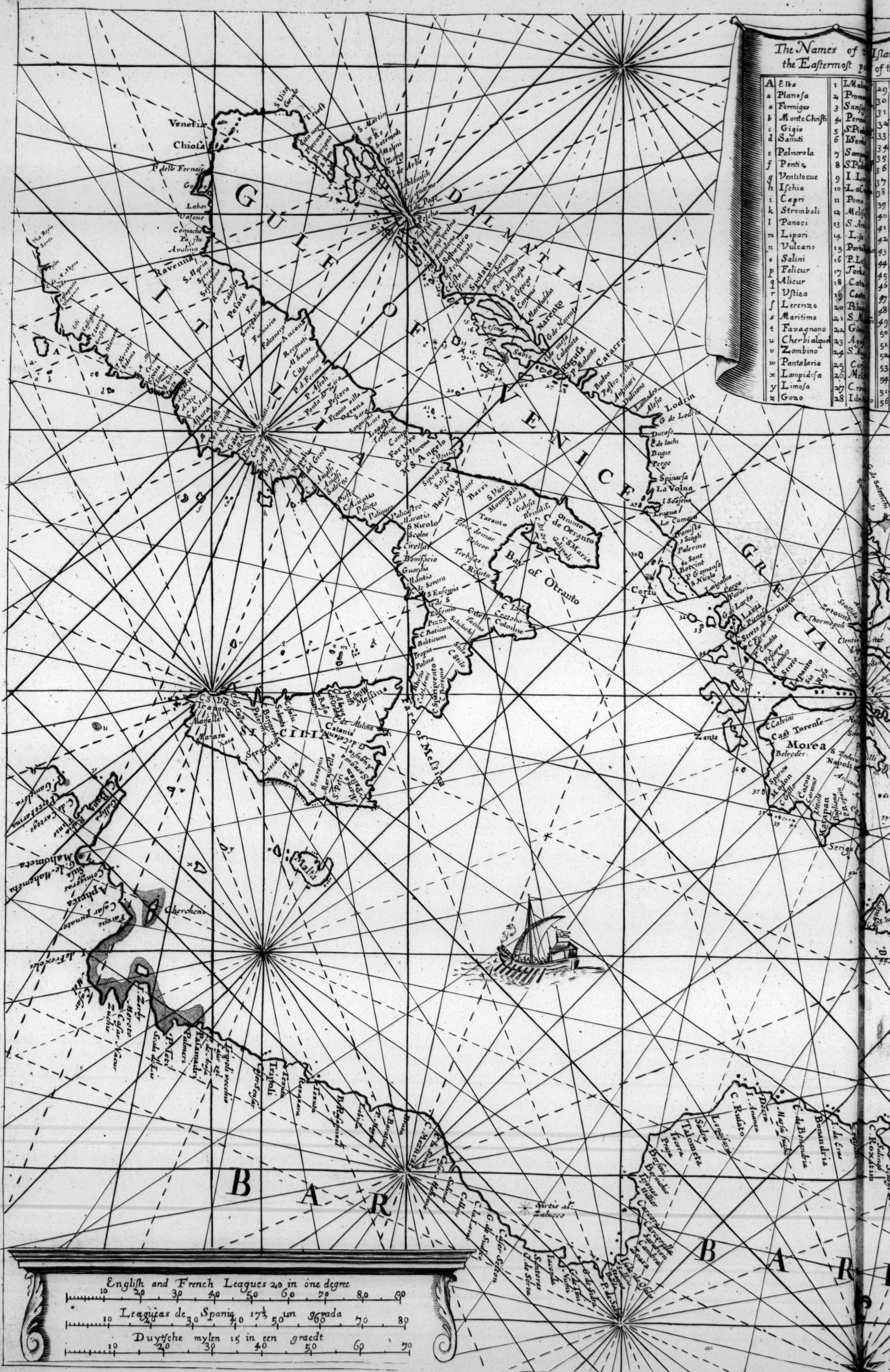


Islands and Havens lying in the Mediterranean Sea

1	Algha
2	Pelagosa
3	Ginnasi
4	S. Maria de Tri
5	Caetze
6	Catzoia
7	Torkela
8	P. Leina
9	P. Palermo
10	Lisa
11	S. Andrea
12	Meliffello
13	Pomo
14	La. Coronata
15	I. Longa
16	S. Pedro de Mol
17	S. S. pontella
18	I. Scerda
19	S. Pedro de Nin
20	P. Perola
21	S. S. fgo
22	P. Promontores
23	I. Malomco

The Names of the Eastermost part of the

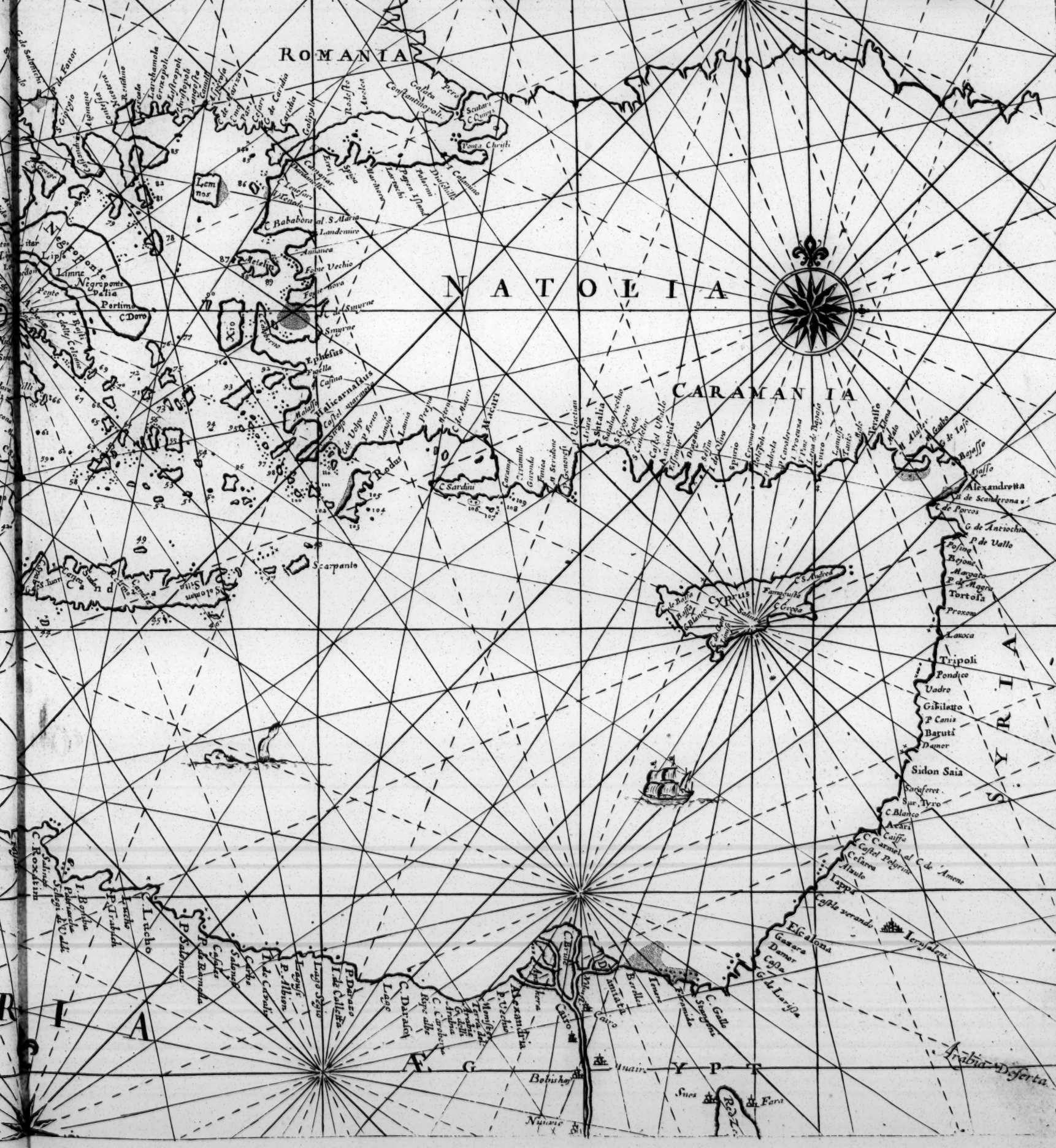
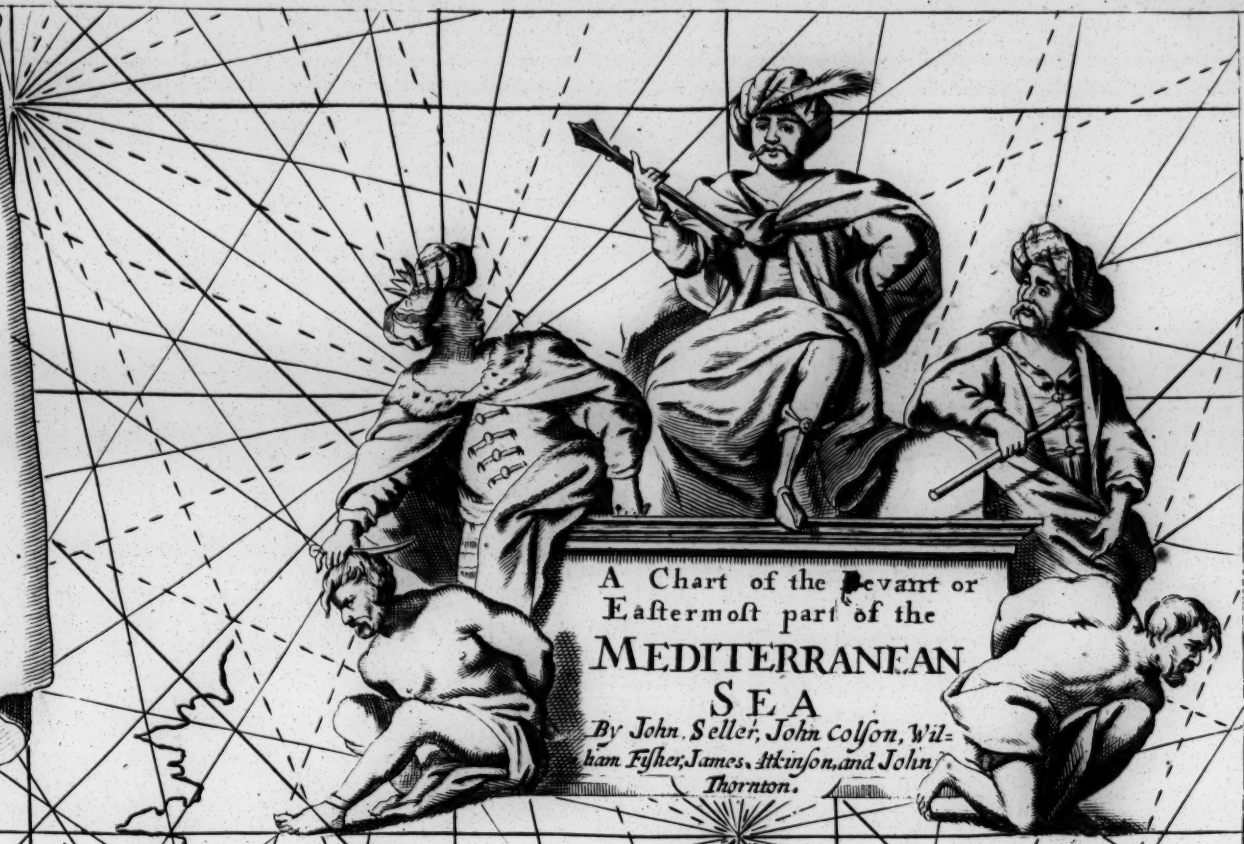
A	Elba	1	Malta	29
a	Planosa	2	Promete	30
b	Formigosa	3	Sanjio	31
c	Monte Christi	4	Perrone	32
d	Giglio	5	SP. P. de	33
e	Sanuti	6	SP. P. de	34
f	Palmerola	7	Samp. de	35
g	Pontia	8	SP. P. de	36
h	Ventitocue	9	I. de	37
i	Ischia	10	L. de	38
j	Capri	11	Poma	39
k	Stromboli	12	M. de	40
l	Panaci	13	S. An.	41
m	Lipari	14	I. de	42
n	Vulcano	15	Porto	43
o	Salini	16	P. de	44
p	Felicur	17	Tor. de	45
q	Alicur	18	Cata.	46
r	Ustica	19	SP. P. de	47
s	Lerenzia	20	P. de	48
t	Maritimo	21	S. An.	49
u	Favagnano	22	G. de	50
v	Cherbi alqua	23	A. de	51
w	Zombino	24	S. An.	52
x	Pantalaria	25	C. de	53
y	Lampidosa	26	M. de	54
z	Liposa	27	C. de	55
	Gozo	28	I. de	56



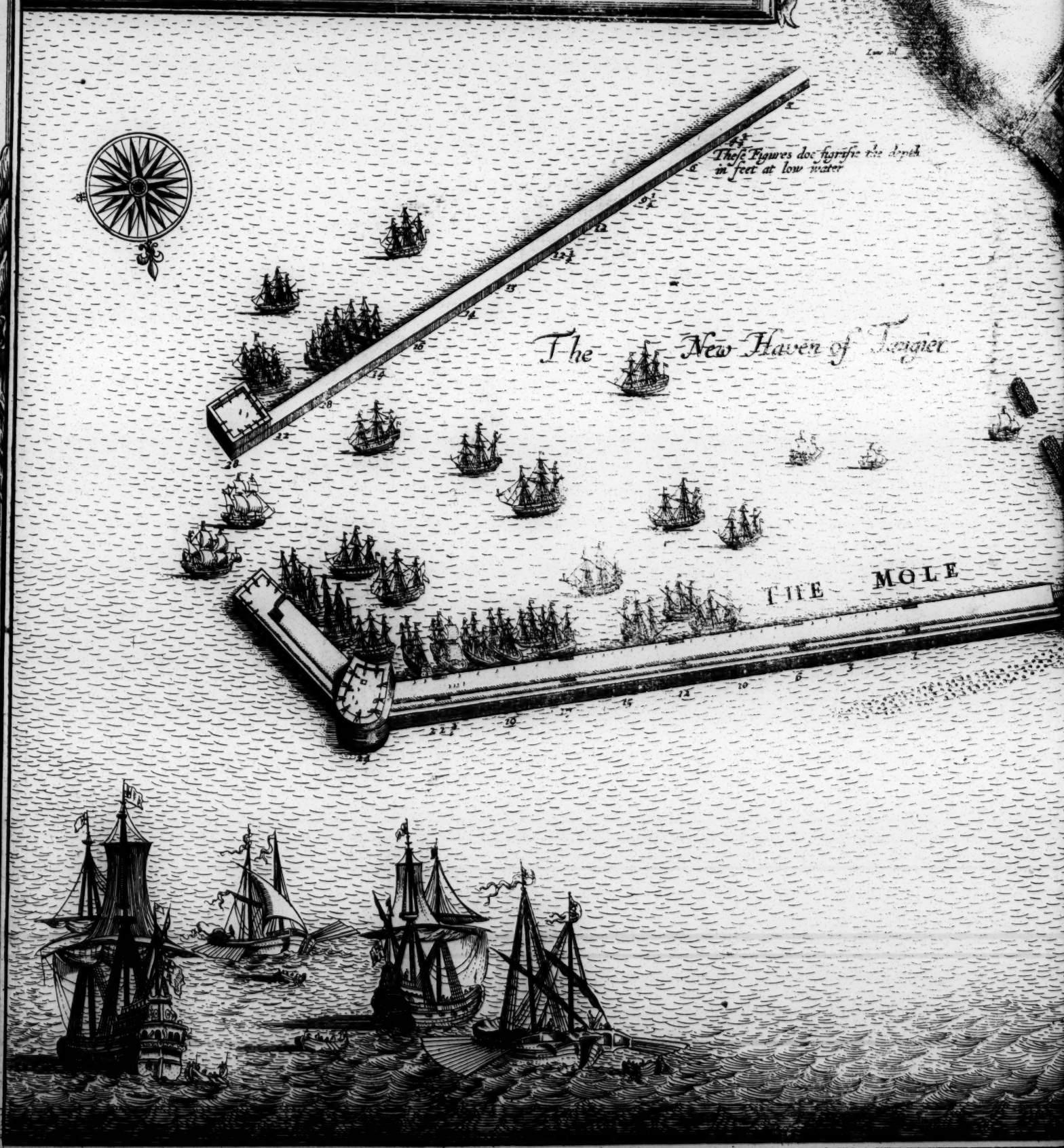
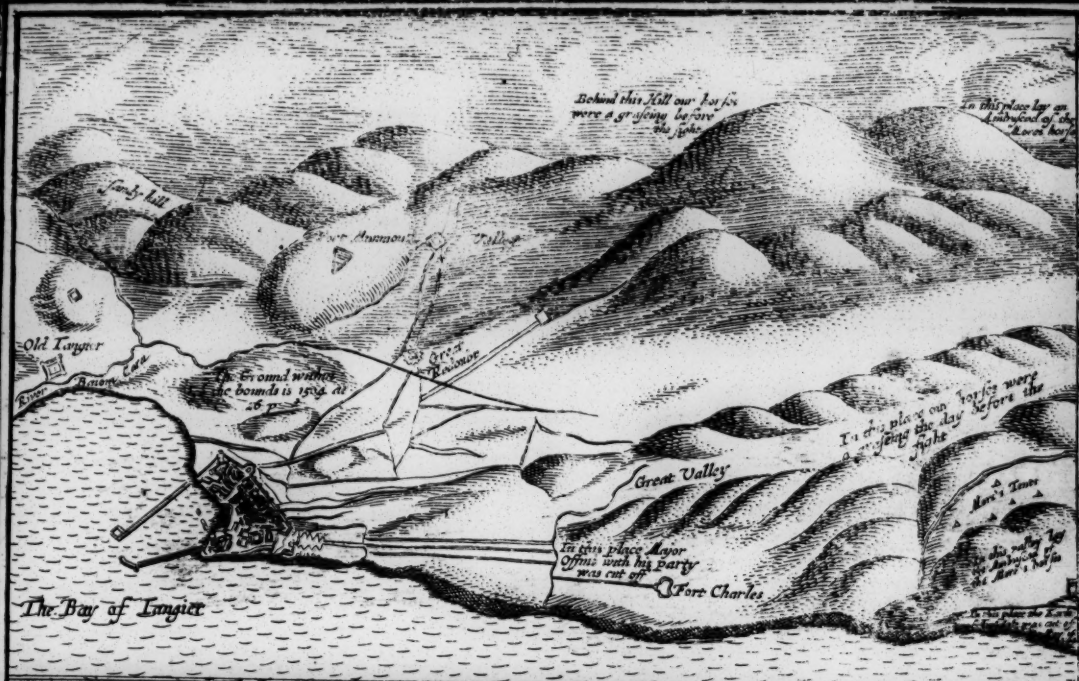
English and French Leagues 20 in one degree
 10 20 30 40 50 60 70 80 90
 Leagues de Spania 17½ un grada
 10 20 30 40 50 60 70 80
 Duytsche mylen 15 in een graedt
 10 20 30 40 50 60 70

Islands Capes Havens &c. Lying in
of the Mediterranean Sea

29	Seaseno	57	Milo	85	Embro
30	Fanu	58	Annania	86	Tendos
31	Merlere	59	Caravi	87	C. Sigeri
32	Pachys	60	Falconera	88	P. Coloni
33	Antipachys	61	Bella Pola	89	P. Iera
34	C. Ducado	62	Antimilo	90	Ipsera
35	Sisalonia Pico	63	Agentera	91	Venetia
36	Stroffadia	64	Sifanto	92	Samo
37	Prodono	65	Sesfu	93	Nicaria
38	Sepienza	66	Sidra	94	Stenofa
39	Cavirra	67	S. Iorged. ant.	95	Palmofa
40	Venetica	68	Ferrino	96	Stampalia
41	Seruy	69	Llaronisi	97	Lango
42	L. Ovo	70	Zea	98	S. Selmo
43	Serigotto	71	Sira	99	Cophano
44	Gozo	72	Lura	100	Nizari
45	Calderoni	73	S. Delles	101	Picopia
46	Christiana	74	Micono	102	Carari
47	Caxi	75	Tino	103	C. Traquilo
48	Stallida	76	Andria	104	Lendige
49	Standia	77	Calojera	105	Porto Rhodi
50	Manfia	78	Schis	106	Polseli
51	Sentorini	79	Scoppelo	107	I. Cast. Rosa
52	Christiano	80	Siatla	108	Strongilo
53	Nio	81	Lanco	109	Le. Coreth
54	Maixa	82	Piper	110	Simia
55	Nixia	83	Monte Santo	111	S. Brusia
56	Paris	84	Samandracili		



3.



The Royall City of
SENEGAL in AFRICA.

- A. The Cathedral.
- B. The Market Place.
- C. Cathern Street.
- D. The Court of Guard.
- E. St John Street.
- F. Broken Street.
- G. Misericordia Street.
- H. The Hospitall.
- I. Emanuel Street.
- K. St Dominicks.
- L. Sandwich Port.
- M. Bovel Court.
- N. Lewis Street.
- O. St Barbara's Street.
- P. By Street.
- Q. Butcher Row.
- R. Court Marshall.
- S. Salisbury Court.
- T. The Pavement.
- V. Dean & Cannon Street.
- W. Alcegue Street.
- X. Porter Street.
- Y. Priests Street.
- Z. Rochus Street.
- 1. Morcato Street.
- 2. Pass Street.
- 3. Marie More Street.
- 4. Arch Street.
- 5. Ayares Street.

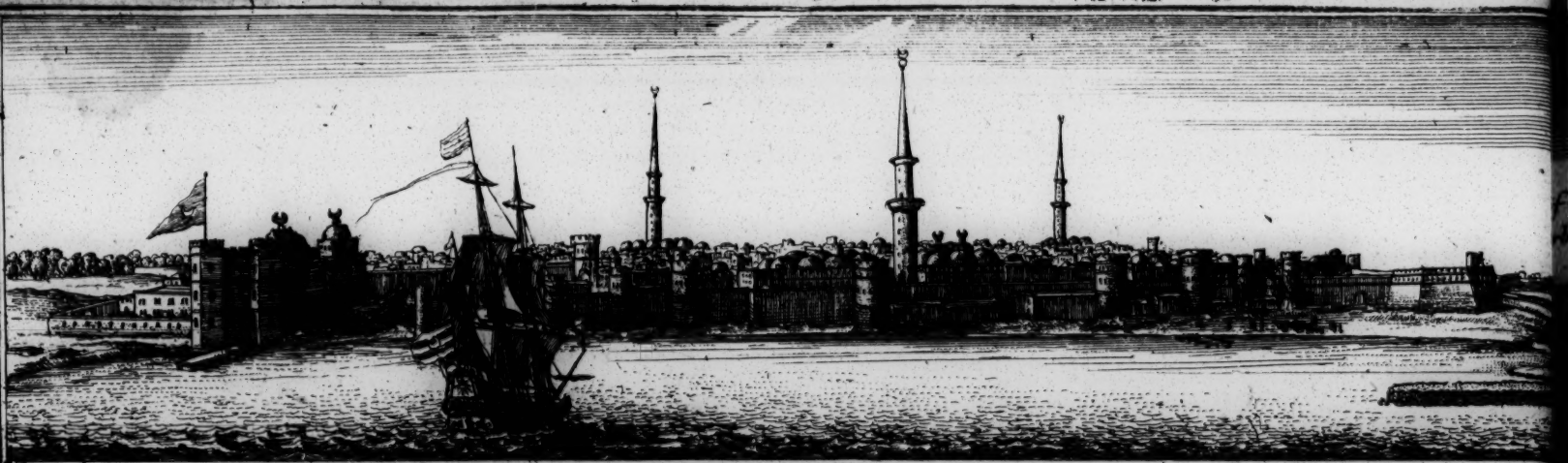


St. Oliver. Facit



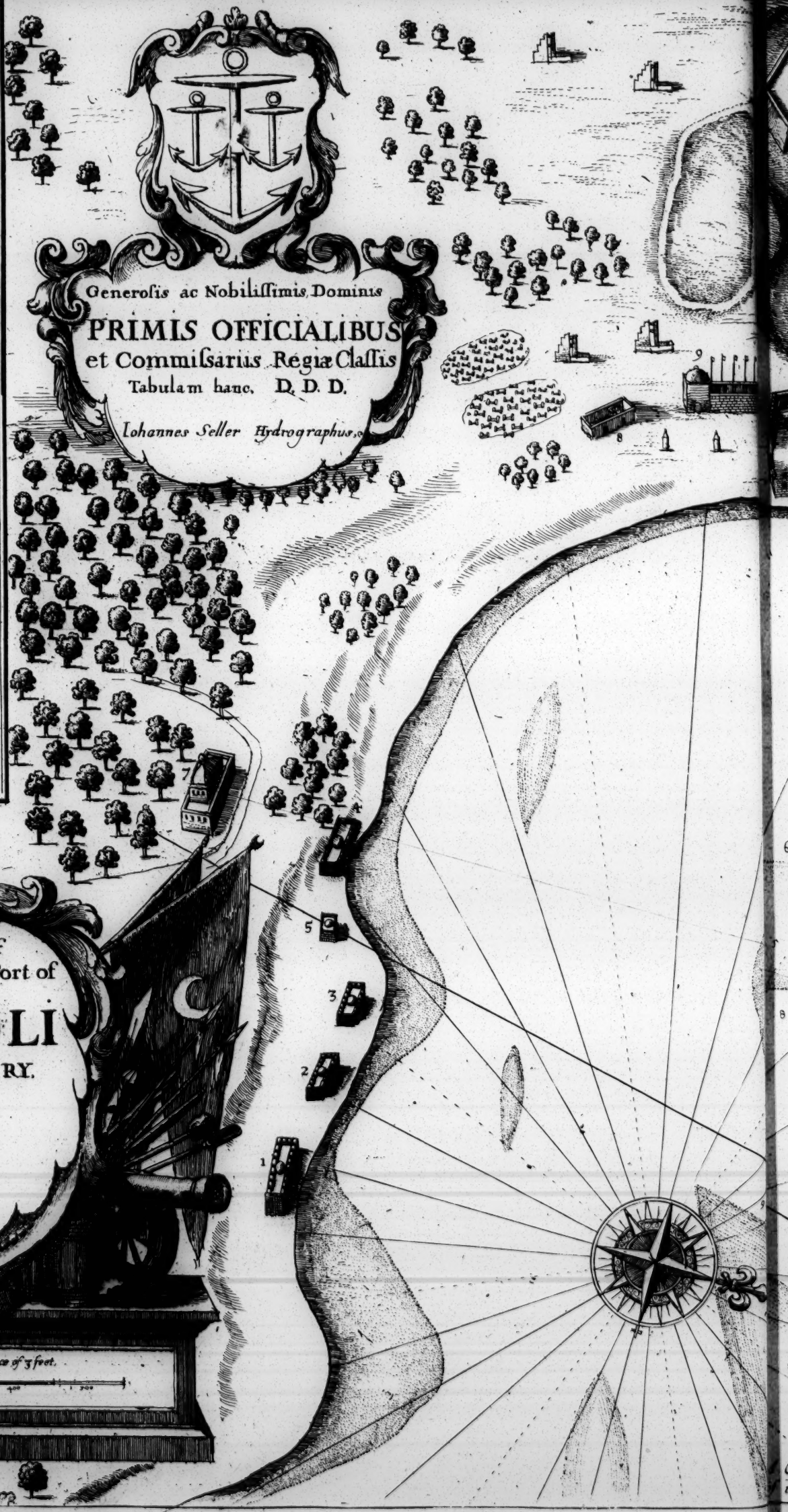
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4



The Names of the Places,

- 234 The 4 Batteries,
- 5 The Maribetts House
- 6 The Watering Place,
- 7 The Bassa's Garden House,
- 8 The Waterhouse
- 9 The Cap^t Graves
- 10 The Bassa's Castle,
- 11 Where y^e Ships are built
- 12 A Fort of 12 Gunns,
- 13 The Marine Gate,
- 14 A Tower of 3 Gunns
- 15 A Fort of 6 Gunns,
- 16 Braggots Bassa's Castle 12 Gunns,
- 17 The la bella Guardia,
- 18 The Stone Bridge,
- 19 The Mandrake 35 Gunns
- 20 The Sheriffs Castle, now out of use
- 21 The West Battery
- 22 Babaluke Fort,
- 23 The Maribatt Fort,
- 24 Skimmers Fort,
- 25 Baba Masheer Fort,
- 26 The Land Gate,
- 27 Salams Church, a market to beare
into the Port,
- 28 Dargoots Church,
- 29 The Sheriffs Church,
- 30 The Scale of y^e Marriene,
- 31 The Ammunition Scale
- 32 The Place of the Marriene,
- 33 The Castle Gate,
- 34 The Arsenall Gate,



A Mapp of
The Citie and Port of
TRIPOLI
IN BARBARY.

Scale of Paces, each pace of 3 feet.

the City of Tripoli
ary



Corrall Bank
10. & 12 foot water

The English PILOT. 12

THE SECOND BOOK.

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CHAP: I.

Describing the Sea Coasts of Spain, from Cales through the Strait of Gibraltar, as far as Cape Saint Martin, as also the Coasts of Barbary, from Arzila unto the Island Tabarca.

To Sail into the Straits Mouth coming from Cales.



Oming from *Cales*, intending to Sail into the *Straits* of *Gibraltar*, passing by the Point of *St. Sebastian* (which is the Westermost Point of the Island *Cales*) steer away S. by E. and S. S. E. towards *Cape Trafalgar*, until you are got a good way without the Land, for to avoid the

Spanish Coast which is foul. There lying off a stony Bank W. and by S. from the Island *Tariffa*, about two Leagues and a half off to Seaward, upon which there is no more than 8, 9, or 10 Foot Water; when it Blows hard, you may see the Sea break upon them. The distance between *Cape Sebastian* and *Cape Trafalgar*, is about Nine Leagues South West by West from *Cape Trafalgar*, a little League distant lieth a blind Rock, of which you must have a great care, and to the Northward of this Cape lieth a Town called *Conill*; there is a fair Bay where you may Anchor in 12, 13, or 14 Fathom clear Ground. When you are somewhat without *Cape de Trafalgar*, steering away S. S. E. and S. E. by S, then you will make the Coast of *Barbary* within *Cape Spartel*, (commonly called *Cape Sprat*) and you are then about thwart of *Tangier*, which lies in a great Sandy Bay.

Upon the West Point of this Bay of *Tangier* standeth a Castle, which stands high, and over that upon the high Land, standeth a Watch-Tower; and likewise to the Eastward of *Tangier*, standeth an old ruinous Watch-Tower, by which Marks *Tangier* is very easily known. From *Tangier* to *Apehill*, the Coast lieth E. N. E. and to Sail right through the *Straits* your Course is E. by N.

To Sail through the Straits by Night.

Keep nearest to the *Barbary* shore, which is very clear, and there you can take no harm. About two Leagues and a half to the Eastward of the Island *Tariffa*, lieth the Point of *Cabrita*, which is the West Point of the great Bay of *Gibraltar*, which lieth over against the Mountain of *Gibraltar*; a little to the Westward of the same is a good Road for a N. E. Wind, where you may Ride in 12, 10, or 8. Fathom Water; not far from the Shoar thwart of a great Rock which lieth close by the Water side, a little to the Eastward of the Fire-Tower, and a little to the Westward of the Fire Tower, upon the Point between which Fire Towers is a fair Sandy Strand, there you made Ride smooth, being sheltered from the violence of the Western grown Sea.

To Anchor in the Bay of Gibraltar.

At *Gibraltar* is a fair Bay almost like a Haven: And if you desire to come to an Anchor in the Bay, then Sail so far into it, till the innermost Point of *Gibraltar*

A

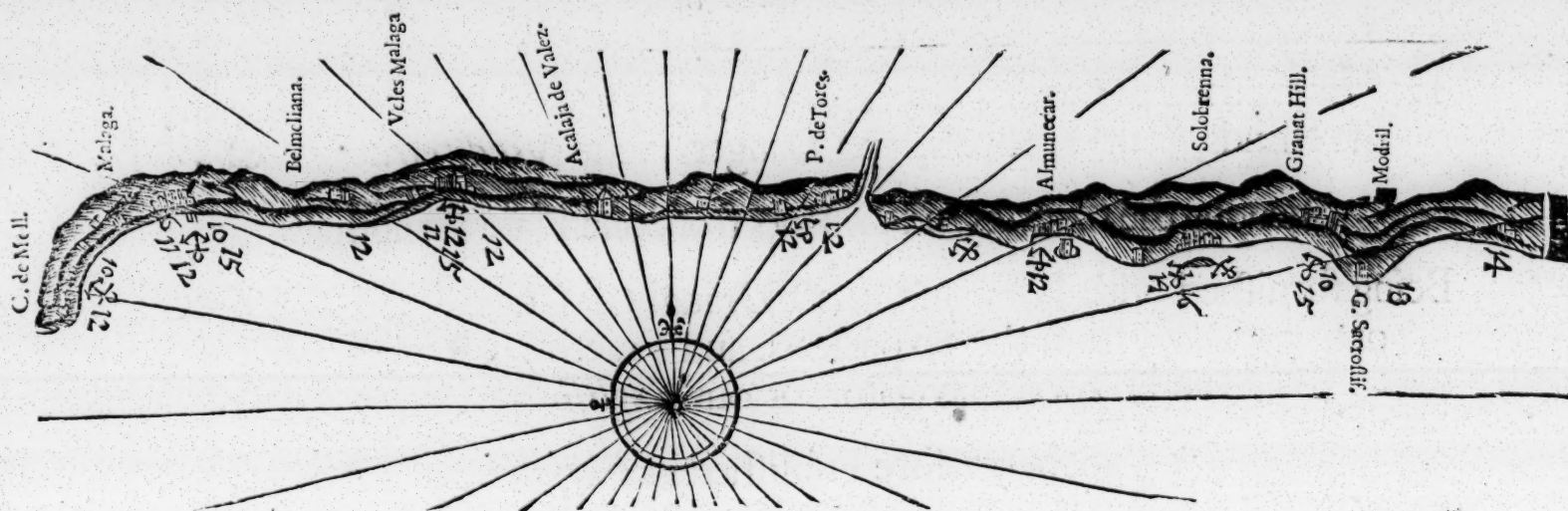
doth

doth bear East from you, or thereabouts, where you will have 5 or 6 Fathom clear Ground. You lie in the Bay Landlockt for a West Wind. From the top of *Gibraltar* Hill cometh a South Wind, but a S. W.

Wind bloweth right in. From thence are brought good Wines.

In the Road of *Gibraltar*, a S. W. Moon makes the highest Water, there goes but little Tide: the Water Ebbs and Flows about three or four Foot.

The Spanish Coast from *Malaga* to *Modril*.



When you set Sail from the Road of *Gibraltar* with an Easterly Wind, it is good to bear up somewhat before the Wind toward the West shoar, and so Sail out along by the Lee shoar, for the Easterly Winds do fall with such Whirlings from the high Land of *Gibraltar*, that you will be hardly able to get out of the Bay along the high Land.

To Sail out of the Straits.

When you come from the Eastward, and would Sail out of the *Straits*, and that you are somewhat near the *Spanish* Coast, you must be careful that you bring the Hill of *Gibraltar* against the high Land of *Barbary*, and in regard the Land to the Northward of *Gibraltar* is low, it shews like the opening of the *Straits*; which mistakes have happened to some, that have Sailed into the Bay, that they thereby have lost their Ships: Therefore take good Observation of that Place.

An Observation of the Tide, and how to turn out of the Straits Mouth, the Wind being Westerly.

At *Tangier* and *Tariffe*, a S. W. by S. Moon maketh Full Sea on the shoar, but in all parts of the *Straits* Mouth the Flood runs until a W. and by S. Moon; all the other parts of the *Straits* Mouth have the Flood out of the West, which runs in from Cape *Sprat* and Cape *Trafalgar*, on each side along by the Shoar, much stronger than in the middle to the Eastward, as far as Cape *Cabrila* on the *Spanish* side, and *Apes-hill* on the *Barbary* side; and at these two Points meets the Flood that cometh out of the N. E. about the Point of *Gibraltar*, and runs S. W. unto the *Straits* Mouth all the first quarter Flood, and the remainder of the Tide, the Flood setteth from the Point of *Gibraltar* W. S. W. towards Cape *Cabrila*; at the top of High-water, there cometh always out of the West between two Capes a Race of a Current, which spreadeth the whole *Straits* Mouth from side to side, but continues on either side seldom longer than half an Hour, but in the middle of the *Straits* Mouth the Current runs to the Eastward very strong. All the Tide of Ebb, and the Race of a Current, falleth always between *Apes-hill* and Cape *Cabrila*, at a W.

Apes-Hill.

by S. Moon, and at that instant begins the Ebb on the West side of these two Points to run to the Westward. The Tide of Ebb on the *Spanish* Coast runs from Cape *Cabrila*, about two Leagues broad from the Shore as far as the Island of *Tariffe*, and runs between the Island and the Main, all the Tide of Ebb along by the shoar towards Cape *Trafalgar*; but on the South side of the Island the Ebb runs very narrow, except it be in a set of fair Weather: The Tide of Ebb on the *Barbary* side runs from *Apes-hill*, but narrow along the shoar as far as the Point of *Alcasar*, but on the West side of the Point thwart the Bay, the Tide runs about three Miles broad, and at Cape *Malabata*, which is the Eastermost Point of the Bay of *Tangier*, about two Miles broad, and so continues to the Westward out to Cape *Sprat*, and from thence the Ebb runs S. W. along the shoar towards *Salley*: The Ebb to the Eastward of Cape *Cabrila* and *Apes-hill*, is begun by the aforesaid Race of a Current, which spreadeth from one side to the other, between *Gibraltar* and *Sueta* Point, and runs in E. N. E. in the Middle, and from the Point of *Apes-hill* to the Point of *Sueta* along the shoar, all the first half Tide, and the remaining half Tide the Current runs from Cape *Cabrila* E. S. E. into the *Straits*, by the Point of *Sueta*; and from the Point of *Gibraltar*, the first half Ebb runs N. E. into the *Straits* towards Cape *Flangerola*, thwart the Cape *Trafalgar*; about three Miles distant from the Shoar lies a Rock nine Foot under Water, between which Rock and the Cape, you may Sail through the Island of *Tariffa*; W. by S. lies a Ledge of Rocks 8, 9, and 10 Foot under Water, which may be seen in foul Weather by the breach of the Sea.

At the East side of the Island of *Tariffa*, is a good Road for an Easterly Wind, in which you may Anchor between 20 and 18 Fathom Water in clear hard Ground, but not come to Anchor nearer to the Island than 13 Fathom, because near the S. E. Point of the Island is foul Ground: The best of the Road is with the South Point of the Island W. S. W. from you, and the Sand-hill W. N. W. and there you shall find 14 Fathom Water clear Ground; between this Island and Cape *Cabrila*, there is no Danger, but what always lies above Water: In the middle of this Bay lies a Light-House, thwart of this you may Anchor in

in twelve Fathom, the Ground blew Clay, and that is a good Road for a N. E. Wind, you may borrow on the Cape, the Rock on the Westward of the Cape to five Fathom, a little to the Westward of the Western Point of the Bay of *Gibraltar*, thwart a little Valley in the fair way; between this Point and the Cape *Cabrita*, is a Rock eight Foot under Water, and by the East side of this Rock is twelve Fathom Water; at the Point of *Malabata* lies a ledge of Rocks joyning to the Land, that stretcheth a little way into the Sea, but all above Water, and you shall have five Fathom Water fair by the Rocks. Note, the Tide of Ebb runs very strong to the Westward by this Point round the Bay of *Tangier*.

To Anchor in the Bay of *Tangier*, in clear Ground, bring the Castle that stands in the N. W. Corner of the Town, over the North-wall of the Town, and Cape *Malabata* N. E. and there is between 9 and 10 Fathom at full Sea.

To turn through the Straits Mouth, the Wind being Westerly.

You must ply to Windward on the *Spanish* side, from the Point of *Gibraltar* to Cape *Cabrita*, and from thence to the Island of *Tariffa*; but you must turn about the Cape a little before High-water, that you may have time to make two or three short Boards to the Westward of the Cape before the Race of a Current comes out of the West, which continues but a very little while, which being past the Ebb begins to run unto the Westward, and runs so strong that you may turn up to the Island in one Tide of Ebb: But if you cannot, you may stop the Flood any where between the Cape and the Island, in 12 or 14 Fathom Water, and there you must Anchor until so much of the Flood be spent, that you may get over to the *Barbary* side, to take the Tide of Ebb there; and if you fall a little to the Westward of the Point *Alcasara*, you may get into the Bay of *Tangier* by a low Water, from whence you may turn out at pleasure observing the Tide.

Estepona lies six Leagues and a half North Easterly from *Gibraltar*, between which stands divers Fire-Towers: On the Coast there is good Anchor-Ground, if you will come to an Anchor to the Eastward of *Gibraltar*, near to the next Fire-Tower on *Gibraltar*, then let *Gibraltar* bear S. S. W. from you, and drop your Anchor in 25 Fathom, where you will have good Ground and black Sand; but if you Anchor at the second Tower, there is a Valley where you may fetch Water, and Anchor in 20 and 22 Fathom, good Ground. Here is the best lying for a *Levant*, to Sail out of the Straits. Before *Estepona* you may Anchor in fourteen Fathom Water, this is a place where you may load Fruit and Wine: Six Leagues to the Eastward of *Estepona* lieth *Maribella*, between which stands five Watch Towers; from *Gibraltar* to *Maribella* the Course is N. E. by N. distant twelve Leagues: If you steer in for *Maribella*, take notice of two great Pack-Houses, standing upon the Strand, and also a great Four-square Watch-Tower near to the East-side of the Pack-Houses, then bring the Gate of the City to be seen between the Pack-Houses and the Watch-Tower, where you may Anchor in 9 or 10 Fathom; for right before the Town: the Ground is not good about a Saker shot to the Eastward of the City, you may have fresh Water.

From *Maribella* to *Fangerola*, the Course is E. N. E. about five Leagues and a half distant, between them stands five Watch-Towers: *Fangerola* is a Ca-

stle in a fair Sandy Bay; there is good Anchor Ground in 7 or 8 Fathom, and the Ground is even, here you may have shelter for W. S. W. Winds.

From *Fangerola* to Cape de *Moll*, or Cape de *Malaga*, the West Point of the Bay of *Malaga*, the Course is E. N. E. almost three Leagues; from Cape de *Malaga* to the City of *Malaga*, the Course is N. E. and N. E. by N. four Leagues; between which there is a good fair shore; you may Anchor any where in 10 or 12 Fathom.

Malaga you may know by this; there stands a Fort on the East side aloft, there are two Walls descending downwards toward the Sea to another Fort; that which used to be the best Road, is now quite spoiled, by reason of throwing of Ballast. If you would come to an Anchor in the Road, bring the Head to bear N. by E. from you, where you may Anchor in 10, 11, 12, 13, or 14 Fathom Water, where there is good Ground, and the Anchors will hold fast: There you are safe from the *Moors*.

Velez Malaga lies distant from *Malaga* E. by N. five Leagues, and there is between both a lower good Ground to Anchor: About a League Westward from *Velez Malaga*, stands a little Castle; next to which is good to Anchor in 10 or 12 Fathom near the next Tower, to wit, the thickest that stands in the Castle, there is fresh Water to be got: The City of *Velez Malaga* lies about a League within the Land, there stands on the shoar a great Pack-House like to a Fort; if you would Anchor at *Velez Malaga* coming from the West, you must shun the West corner, for there reaches a Bank something far into the Sea, near to the Watch-Tower Westward from *Velez Malaga*, but if you run along the shoar, not coming nearer than 10 or 11 Fathom, you shall be clear of the aforesaid Bank: When you are come so far that the City of *Velez Malaga* bears right East of the aforesaid Pack-House or Tower which stands upon the shoar, you may drop your Anchor there in 10 or 12, or in 8 Fathom, there is all good and clear Ground. From *Velez Malaga* to *Almunecar*, the Course is East 11 or 12 Leagues distant, between both there is a fair and good Coast, so that you may safely Anchor within all the Points that be there between. Two Leagues Westward from *Almunecar*, there lies a Point whereon stands a Fire-Tower, within which there is a good shelter against a West Wind. If you would Anchor at *Almunecar*, then Anchor to the Westward of the Rock whereon the little Chappel standeth, in 12 Fathom; there is good Ground, and there you may lie safe, and sheltered from an East, and W. N. W. Wind.

Solobrenna lieth three Leagues to the Eastward of *Almunecar*, and is a small Town with a little Chappel, and lies upon a Mountain a little about the East Point of *Almunecar*: Right against *Solobrenna*, lies a little Island. If you would Anchor at *Solobrenna*, you must go to the Westward of the Island, where you may lie safe from an E. N. E. Wind, for then you shall have shelter under the East Point of *Almunecar*; you may also come to an Anchor on the Eastward of the Island, but on the West side is the best Road, and there lie all the Ships that come to an Anchor in this place, where you will have 14 or 15 Fathom Water, good Ground, more outwardly you will have 16 Fathom; if occasion require, you may Run between the Island and the Main, where there is 16 or 17 Foot Water, round the Island it is fair and good Ground, and therefore you may Sail close to the Shoar without fear: Two Leagues to the Eastward of *Solobrenna*, in the same Bay lieth *Modril*, half a Mile from the Sea side within the Land. It hath two Churches, and some few Trees about it; on the Water side there

stands a Four-square Steeple: If you will Anchor there, you must come near to the said Steeple which stands by the Water-side, where you will have 12 or 13 Fathom Water, so that you may see the Steeple upon the East Point, just to be without the other Point, where there is good Ground, and there you may lie safe from the East Wind. But a South Wind, or S. E. Wind, as at this, so at all the other Places upon these Coasts, makes this a Lee shoar. When you come from Cape de Gat, and would go to Modril, then when you are past the low Land of Almeria three or four Leagues (Sailing three or four Leagues from the Land) you will see lying before you a plain long and cross Point; and about three Leagues to the Westward of it, you shall see another hilly Point, that is the East Point of Modril, called *Cabo de Sacraftifneer*, to the Westward of which lieth Modril, from the East Point of Modril to the Castle de Fiero, it is three Leagues E. N. E. that is a little Castle lying on the Water-side upon a round Hill, near to which is a safe Road for Westerly Winds.

Castle de Fiero

Adra

From the Castle de Fiero to Adra, the Course is East six Miles; the Coast is all low and plain Land thereabouts, as far as Almeria, so that in some places being a League from the Shore, you cannot see the Land that is by the Sea, but within the Land it is very high Land: As it is in many Places in the Mediterranean Sea. In these Parts especially, you must come to an Anchor under the high as well as upon the lower Land, because that you cannot have Opportunity to get into a Haven. And if you are constrained to come to an Anchor in a Road, you must be careful to have all in a readiness (in regard of the Storms) to carry out Anchors against it, sometimes you will be fore warned of a Storm a day and a half before it comes, by the Noise of the Sea; when the Wind is not directly upon the Shoar, you are not in so much danger, for the Sea breaks its force much against the high Land. And the Seas also are very high against you, therefore you must make use of good Anchors and Cables, to Ride it out withal.

Almeria

From Adra to Almeria, the Course is N. E. four Leagues; Almeria lies in a fine Bay, in which you may Anchor in any place where you will, and there lie sheltered from a West S. W. and an East S. E. Wind; there is a low fair and good Ground, if you

will come to an Anchor, at any place where you will, and lie sheltered from a W. S. W. and E. S. E. Wind, there is a low fair and good Ground: If you will Anchor at Almeria, you must bring Cape de Gat to bear E. S. E. and the Point of the low Land (that lies Westward from the Town) S. W. somewhat Westerly; and the Castle N. somewhat Easterly, there you may Anchor in good Ground in sixteen Fathom Water. From Almeria to Cape de Gat, the Course is S. E. by East, four large Miles; over against Cape de Gat, there is good Anchoring for an Easterly Wind, but about a quarter of a League South by West, or S. S. W. or thereabouts from the Point lies a blind Sunken Rock, not above eight Foot under Water, and some say not more than four or five Foot, of which you must be careful, if you come from the East, Sailing about the Cape toward Almeria: Or if coming from Almeria alongst by the Cape, and you would Sail out, or would come to an Anchor behind the same, when the Wind blows hard you may easily see the Sea break upon it.

Almeria

Cape de Gat

About a League E. by N. from Cape de Gat, there lies a fair Bay, and a very commodious Road and shelter, for a Westerly and Southerly Wind; but an East and S. E. Wind makes it a Lee Shore. Five or six Leagues to the Eastward of Cape de Gat, is another good Road against a S. W. Wind, you must always Anchor there to the Eastward of the Point, near to a little Rock that lies above Water, in 13 or 14 Fathom, but the Ground is Rocky and uneven.

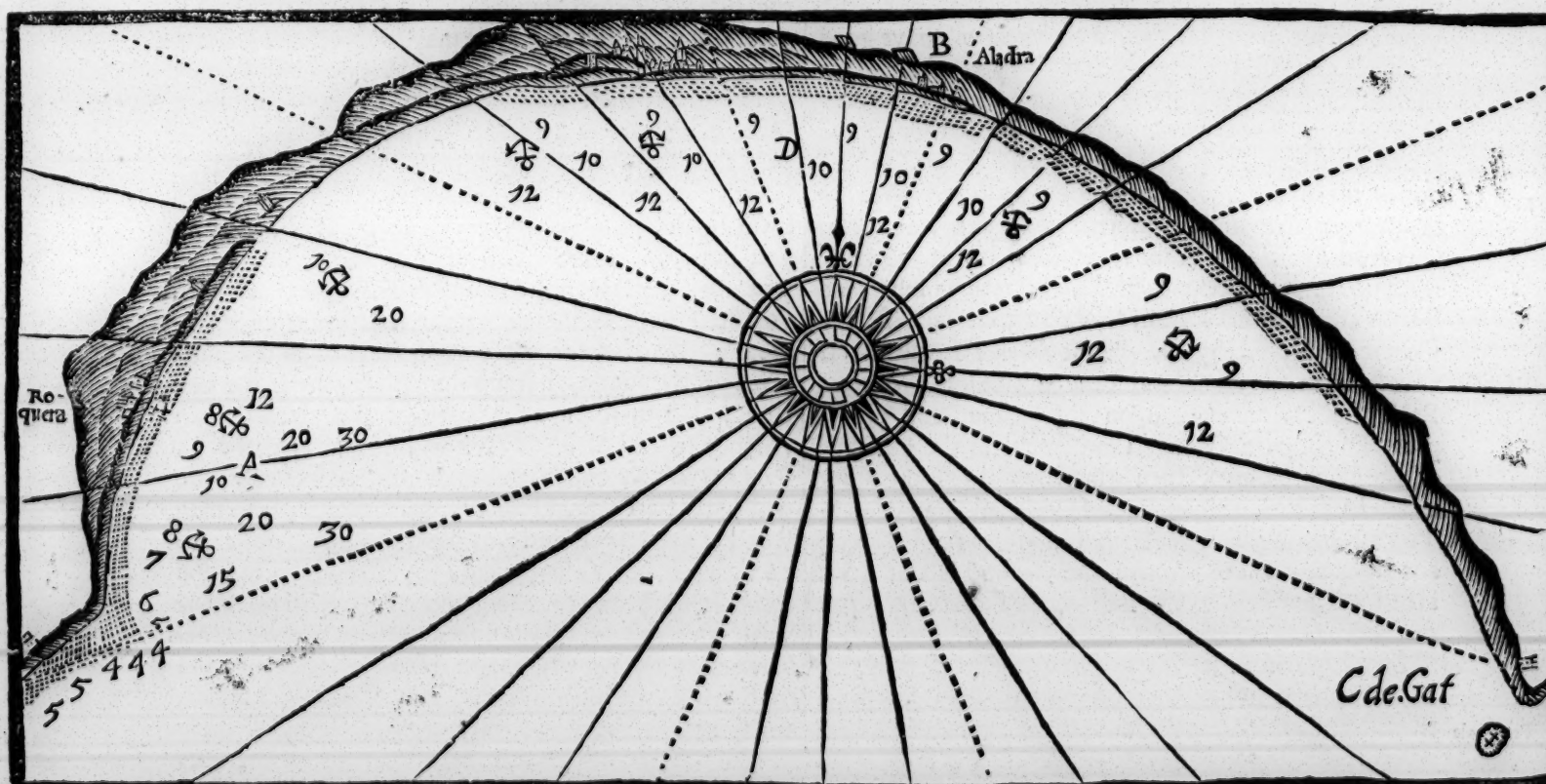
The Road to the Eastward of Cape de Gat

About seven or eight Leagues Eastward of Cape de Gat, lies a Castle in a great Sandy Bay close by the Water, next to which is a good Road for Ships, when the Wind is either Northerly or Easterly, there the Land stretcheth S. W. by S. and N. E. by N. from one Point to another; and the Castle lies in the middle between the two Points.

From Cape de Gat to Almazaron, the Course is N. E. by N. about eighteen Leagues, Almazaron lieth in a great Bay: There is a Castle, and to the Eastward of it there is a Rock, upon which stands a Watch-Tower; there you may Anchor in good Ground. From Almazaron to Cartagena, the Course is E. N. E. five Leagues: Two Leagues to the Westward of Cartagena, lies a flat Hill, which is very easy to be known.

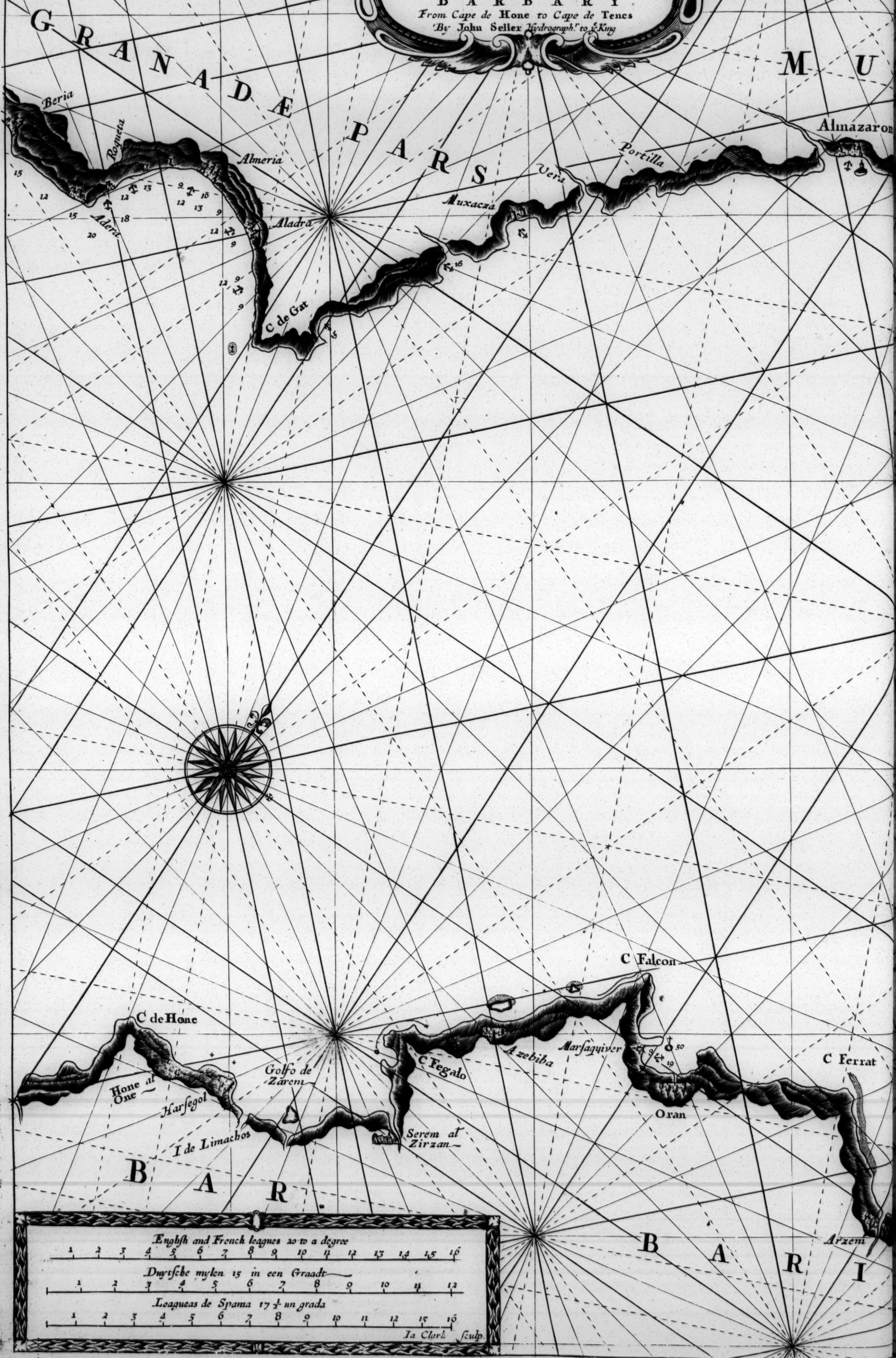
Almazaron

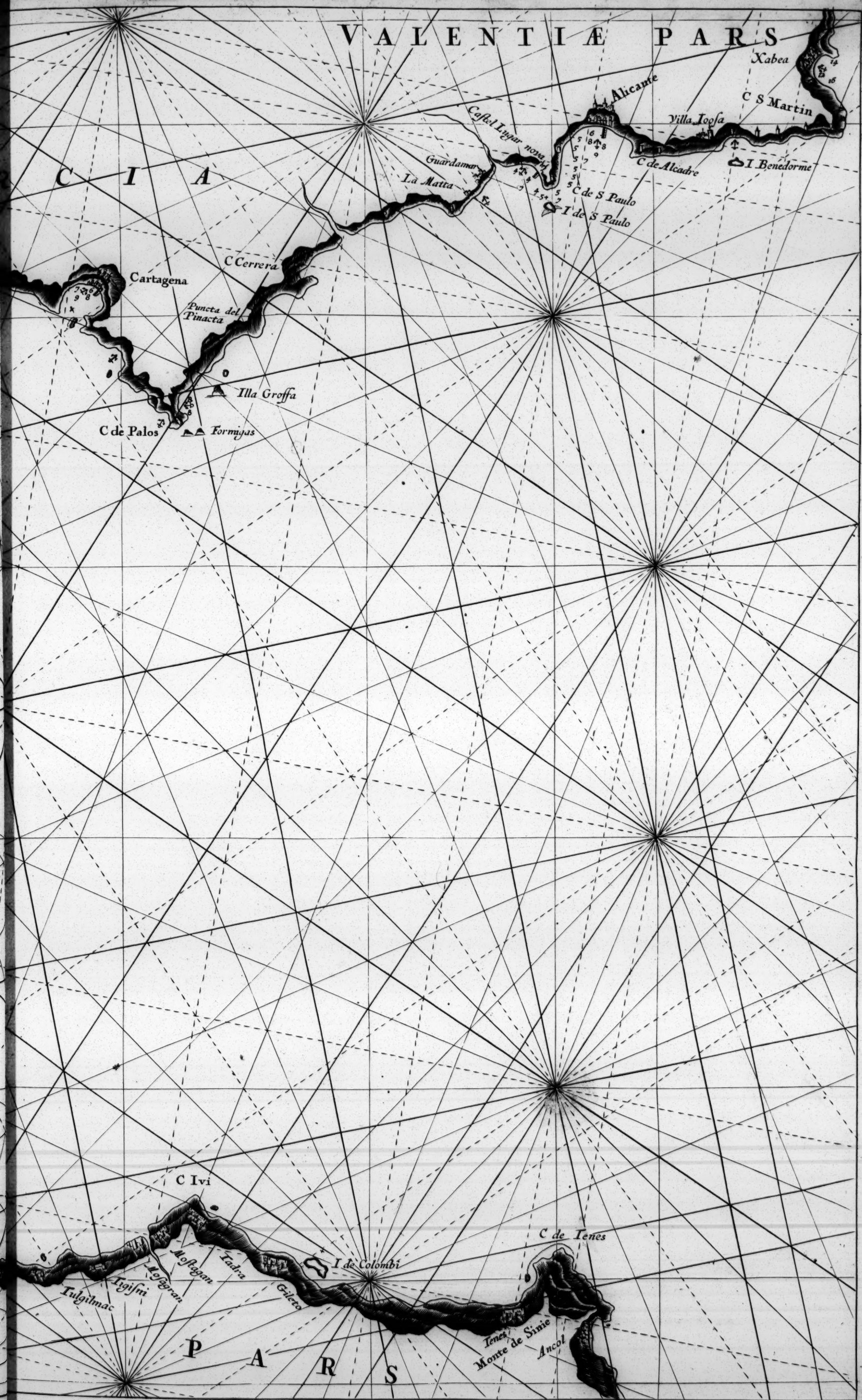
A Draught of the Bay of Almeria, drawn from the Road in 13 Fathom, noted with the Letter A. the Castle bearing West N. W. and the West Point of the Bay bearing S. W. a little League, the City Almeria bearing N. E. by E. two great Leagues. The Castle noted with the Letter B. N. E. by E. 4 Leagues, and Cape de Gat bearing E. by S. about 5 Leagues distant.



7.

A Chart of the Sea-Coast of
S P A I N
 From Cape de Gata to Cape S. Martin.
 And of the Sea-Coast of
B A R B A R Y
 From Cape de Hone to Cape de Teneas
 By John Seller Hydrograph. to the King





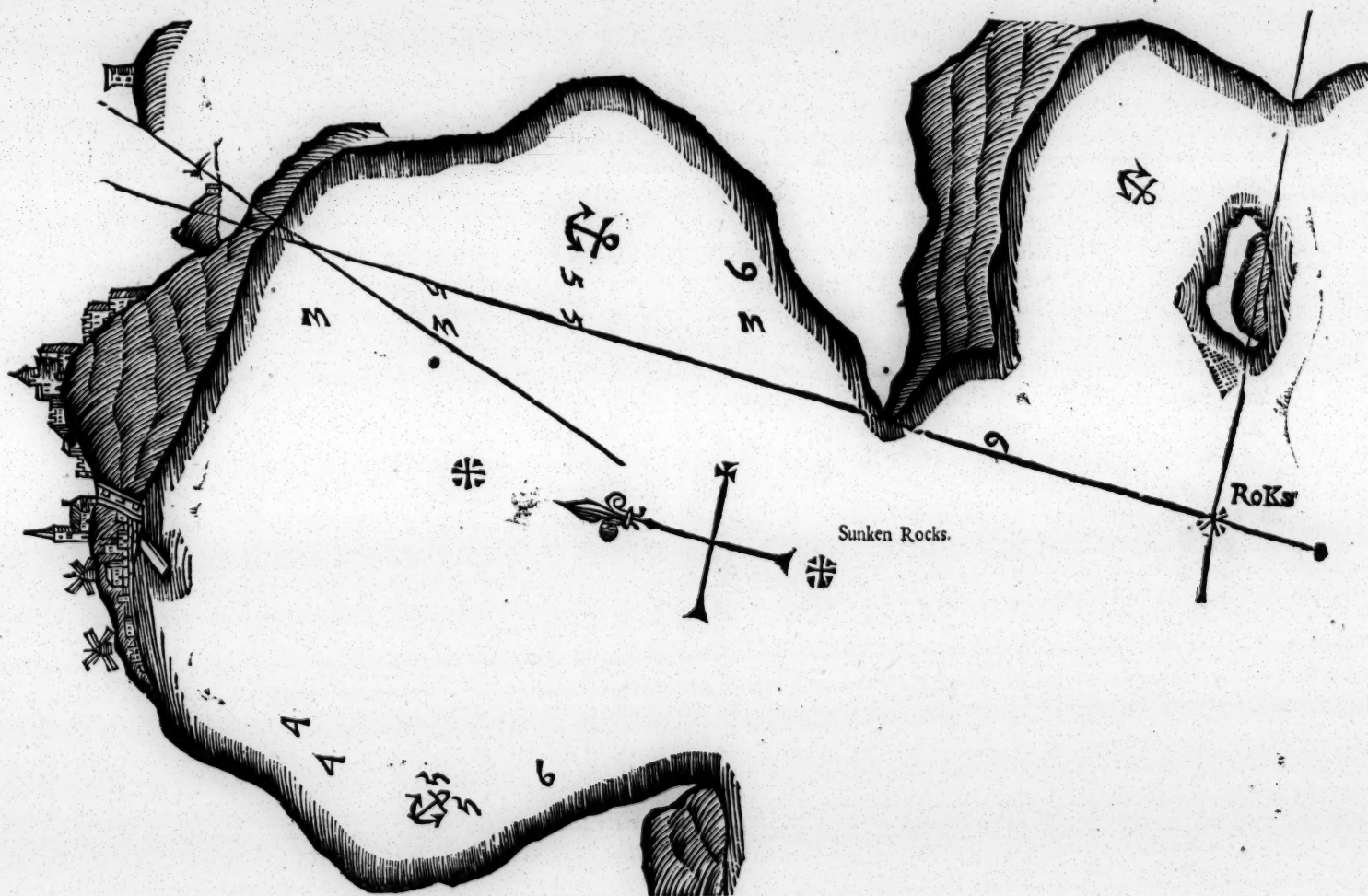
To Sail into the Haven of Cartagena, coming from the Eastward.

Cartagena If you would Sail into this Haven coming from the Eastward, then run between the East Point and the little Hill, it's not very wide, but deep enough, for you will have fifteen, sixteen, and seventeen Fathom and more, *Shingly Ground*, Sail in Northerly; this Haven beareth from one Point to another, N. N. W. and S. S. E. When you are past the Point that lies on the N. East shore, then leave the East shore and gain the West side, because the second Point on the East shore is not good, for there lies *Sunken Rocks* ten or twelve Foot under Water; also in the midst of the Haven there lies a blind Rock, uneven and bare,

whereon is no more then four or five Foot Water, but on both sides of the Rock it is large and broad.

Before the Haven in the Sea lies a high Island, but not very long; toward the West two Hundred or three Hundred Fathom from the Island there lies a Rock with two sharp Points, lying about eleven Foot under Water, about a Boat's length broad above, but on both sides sharp. The Marks of this Rock are these, when you are upon it, the East Point of the entry of the Haven is then even with the upright part of the highest Castle of the Town. There stands a white Tower in the Valley of the Town, when that bears just with the West side of an old Mill, the Westernmost that stands on high, this is a good longst-Mark; and for a thwart Mark, the Point that lies East, comes to bear even with the Point of the Island.

The Bay of Cartagena.



The Marks to escape the Sunken Rocks are these:

When you come into the Haven, when you look from the Westward of the City into a low Valley, the lowest you can see up in the Countrey, also there stands a white Mill to the Westward of the Town, you must bring the Mill to bear right with the Valley, you will Sail right with the Rock; but if you bring the Mill on either side of the Valley, then you will go clear of this *Sunken Rock*.

To Sail into the Haven of Cartagena, coming from the Westward.

If you come from the Westward to the Haven of *Cartagena*, you may Sail from one side to another,

for it is broad enough; you have nothing to fear but only the aforesaid little Hill, which is foul on the West side, and the Rock that lies in the middle of the Haven; then Sail on Northerly to the City, and come to an Anchor before it, yet nearest to the Western shore, where you will have 5, 6, or 8 Fathom Water, then will the East Point of the Haven bear S. S. E. from you, and the West Point S. by W. and S. S. W. close by the City there is 8, 9, and 10 Foot Water.

Eastward from the Haven of *Cartagena* lies a great Sandy Bay, where there is good Anchoring with a N. W. and Northerly, and a N. E. Wind. From *Cartagena* to *Cape de Palos* the Course is E. by South five Leagues; under this Cape (on the West side) is good Anchoring when the Wind is either East or N. E. Upon the Cape stands a great Fire-Tower East N. E. The third part of a League from the

B

Cape

Cape, lies two Rocks above Water, of which two the Eastermost is the greatest, between both lies a *Sunken Rock*; you may Sail between these two Rocks and Cape de *Palos*. Two Miles to the Northward of the Cape lies a great Clift or Rock, called *Ilha Grossa*.

Ilha Grossa.

From Cape de *Palos* to *Ilha Grossa* the Coast is directly North: Almost half a League to the Northward of the Cape, and a Gun-shot to the Northward of the Fire-Tower (which lies upon the outermost Point of the Cape) there is a fair Sandy Bay, and good Riding for Westerly Winds, you may Ride there in eight Fathom Water in Sandy Ground. Between the foresaid Tower and the Island, you may be supplied with Wood to burn, you may have it for fetching. From Cape de *Palos* to *Alicant*, there is a good shore along the whole Coast, you may Sail along the Coast in 12 or 13 Fathom, but the Land to the Northward of the Cape, five or six miles unto the Point of *Alicant*, is full of Hills and Dales all along the Sea-Coast, and the innermost Land is high: Therefore if you lie by the Wind in the night time, you must be careful that you Sail not upon the shore, for the innermost Land being high may deceive you.

Island St. Paulo.

The Road of Alicant.

From Cape de *Palos* towards *Alicant* till you come to the Island *St. Paulo*, the Course is N. N. E. fourteen Leagues. And then from the Island *St. Paulo* to *Alicant*, the Course is N. N. W. and N. by W. three Leagues; when you come to that Island, you must shun it, because there lies a small Ridg S. W. by W. and N. E. by E. into the Sea, but you may Sail over it in seven or eight Fathom, you may Sail through between the Island and the Main; but there lies between both a *Sunken Rock*, but you may Sail between the Rock and the Island. When you are passed by the Island, then keep on a Northerly Course toward *Alicant*, you may safely run along the shore in four or five Fathom. And when you are come before *Alicant*, you may come to an Anchor right before the Head, so that you may see through the Gates of the Head, in five, six, or seven Fathom, which is the best of the Road; then the East Point thereof will bear E.

N. E. from you. And you may Anchor in 12, or 13 Fathom, according as you think best.

To Sail from *Alimatta* to fetch Salt, you must run *Allimatta*. to the Southward close to the shore, in four Fathom, till you come about the Point near the Island of *St. Paulo*, and being past the Point, you shall see a Castle called *Lugar Nova*, bring it to bear N. E. from you, and Anchor there in four Fathom; then the Eastermost Point bears E. by N, and the Castle *Guardamor* S. W. and the Land to the Southward of the Castle S. S. W. from you. This is a good Road for N. E. and a S. W. Wind; the Castle *Guardamore* stands upon a Hill, and a little to the Southward of it lies *Allimatta* in the Valley: It is a four-square Fire-Tower, with a Wall, and no Houses thereabouts, it is also the first Tower to the Southward of the Castle. *Guardamor Castle*

Before *Allamatta* is no good Riding for an Easterly and Southerly Wind, therefore you must lie close by the Castle *Lugra Novo*: But if you would Anchor before *Lamatta* for quick Lading, then come to an Anchor near the Fire-Tower, in seven or eight Fathom. If you go up in the top, you may see the Salt on the Land; there you may Ride safe for a S. W. Wind, but you must keep good watch in the night time, that the Turkish Gallies do not surprize you.

From *Alicant* to the Island from the *Benidorme*, the *Benidorme* Course is N. E. four little Leagues; this is a high Island, and lies a small League from the Land, next to the Island is a fair sandy Bay, where there is good shelter for a S. W. and a West Wind, but you are not safe from the *Turks* that are at War with you, for there is no Fort nor Fortification to secure you. From the Island to Cape *St. Martin*, the Course is N. E. four little Leagues: Cape *St. Martin* is a high and steep Point, but hath low outward Land coming from the West, and seeing the Cape eight or nine Leagues from you, then you cannot discern the Shore-side, although it lie a good way from the high Hill which you see; and therefore you must shape your Course more Easterly than to the high Hill, to prevent your running on the Land in dark Weather. *Cape St. Martin.*

A Description of the Sea Coasts of Barbary, from Penon de Velez, to Algier.

Tangier.

Seuta.

Cape *Trafalgar*, and Cape *Sprat* in Barbary, lie South, somewhat Easterly; and North, somewhat Westerly about seven Miles the Royal City of *Tangier*, being at present one of the most principal Cities and Holds, that his Majesty hath in all *Affrica*: The Discourse of the Conveniencies of the Road and Mould, is related at large in the beginning of this Chapter, before which is a good Road and shelter where you may lie safe from an East, and a S. E. as also a South and a S. W. Wind.

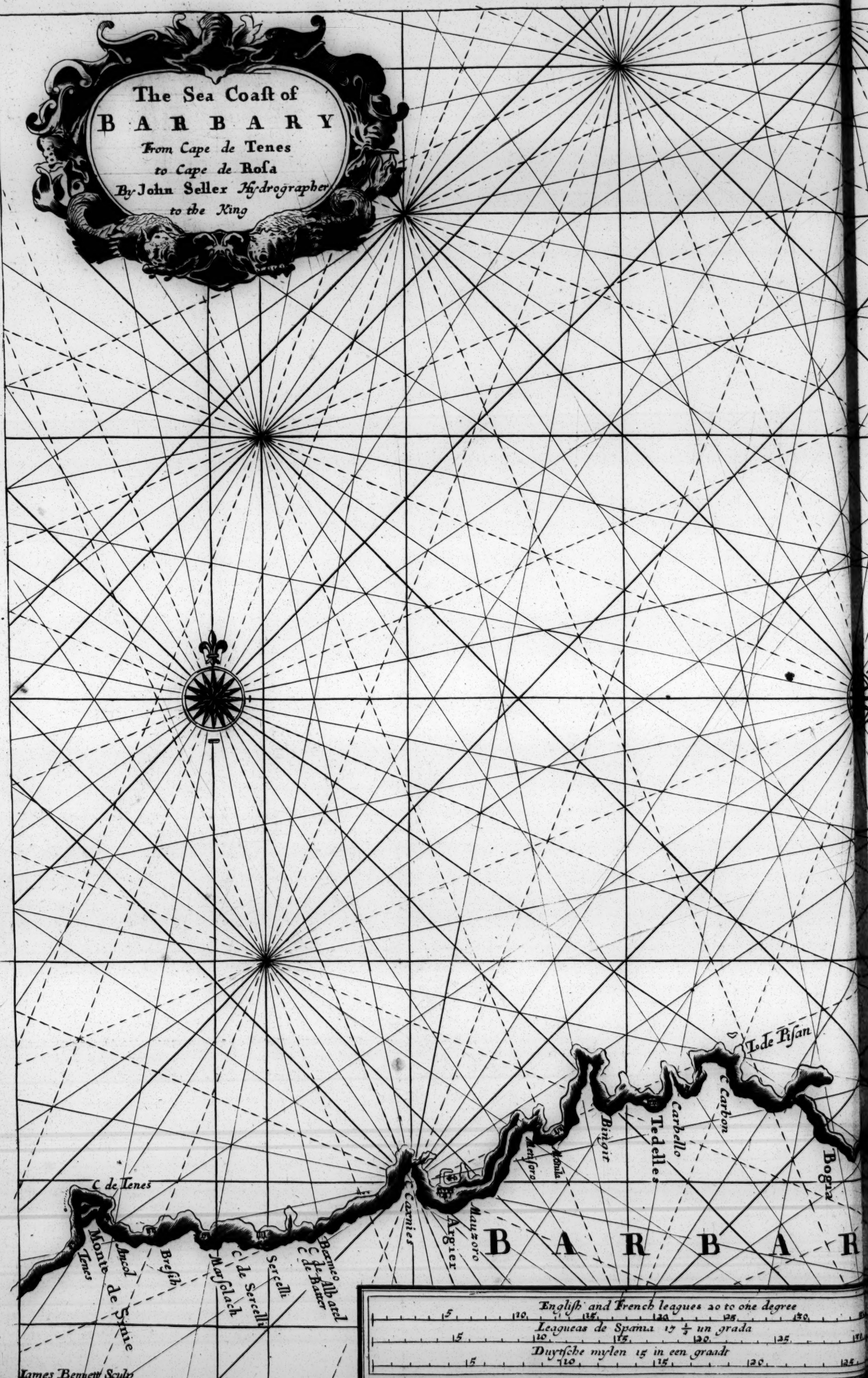
From *Tangier* to *Seuta* the Course is E. by N. six Leagues; before *Seuta* is a fair Bay and good Ground, and safe Riding for a S. E. S. W. South, or a West Wind.

C. Porcas.

To Sail out of the Bay of *Gibraltar* toward *Tetuan*, you must observe to Sail S. by E. close by the Point of *Seuta*, especially if the Wind be West, otherwise you may be carried with the set of the Current (which commonly sets to the East) and so may be carried too low; and coming to the Point, you shall see before you a black Point, called Cape *Porcas*, bearing South from the Point of *Seuta*. When you are in the Bay

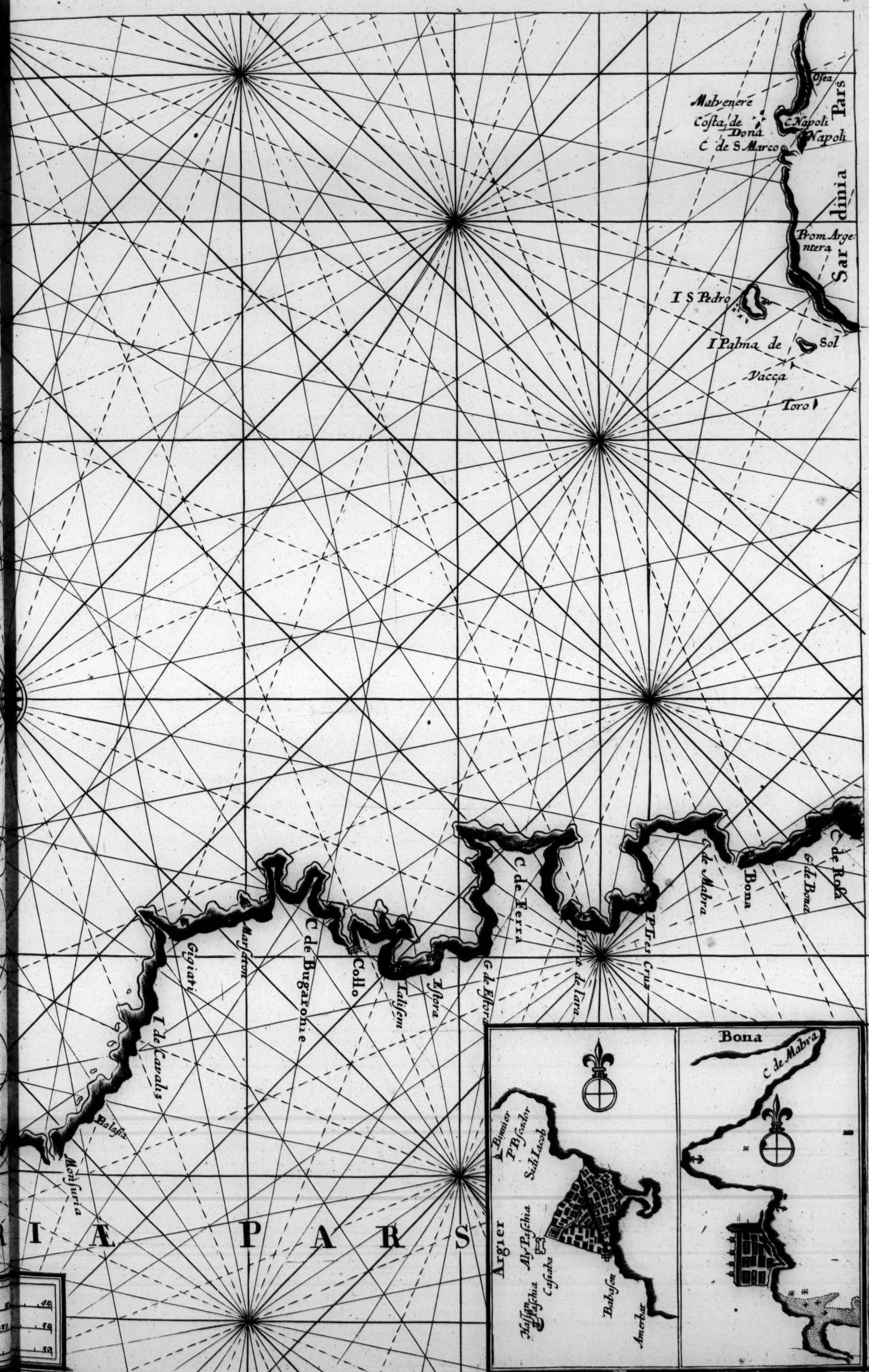
of *Gibraltar*, you may see Cape *Porcas*, over *Seuta*, it is a known Cape; when you come about the Point, you begin to see *Tetuan*, that lies upon the high Land about a mile in the Countrey, then run so far South, till you see the East-end of the Town lie even with a round Hill that stands upon the high inward Land; in the midst of the Town stands a black Tower, and upon the innermost Land of all, there lies 3 small Hills, which look over the outermost part of the inward Land, bring these little Hills to bear even with the fore-mentioned black Tower; and then Anchor so far from the shore, that you, that the first Hill that stands upon the high Land, bear to the Southward of *Seuta*, toward Cape *Porcas*. There it is 16 Fathom Water, and good Ground; And if you Anchor otherwise than according to these Marks, you will have bad sharp Rockie Ground, so that it hath with some Ships that have Anchored there, that their Anchors have stuck in the Rocks, that they could not weigh them again, but have been forc'd to cut their Cables, and leave their Anchors behind them: Therefore if you come from Cape *Porcas*, then observe to bring

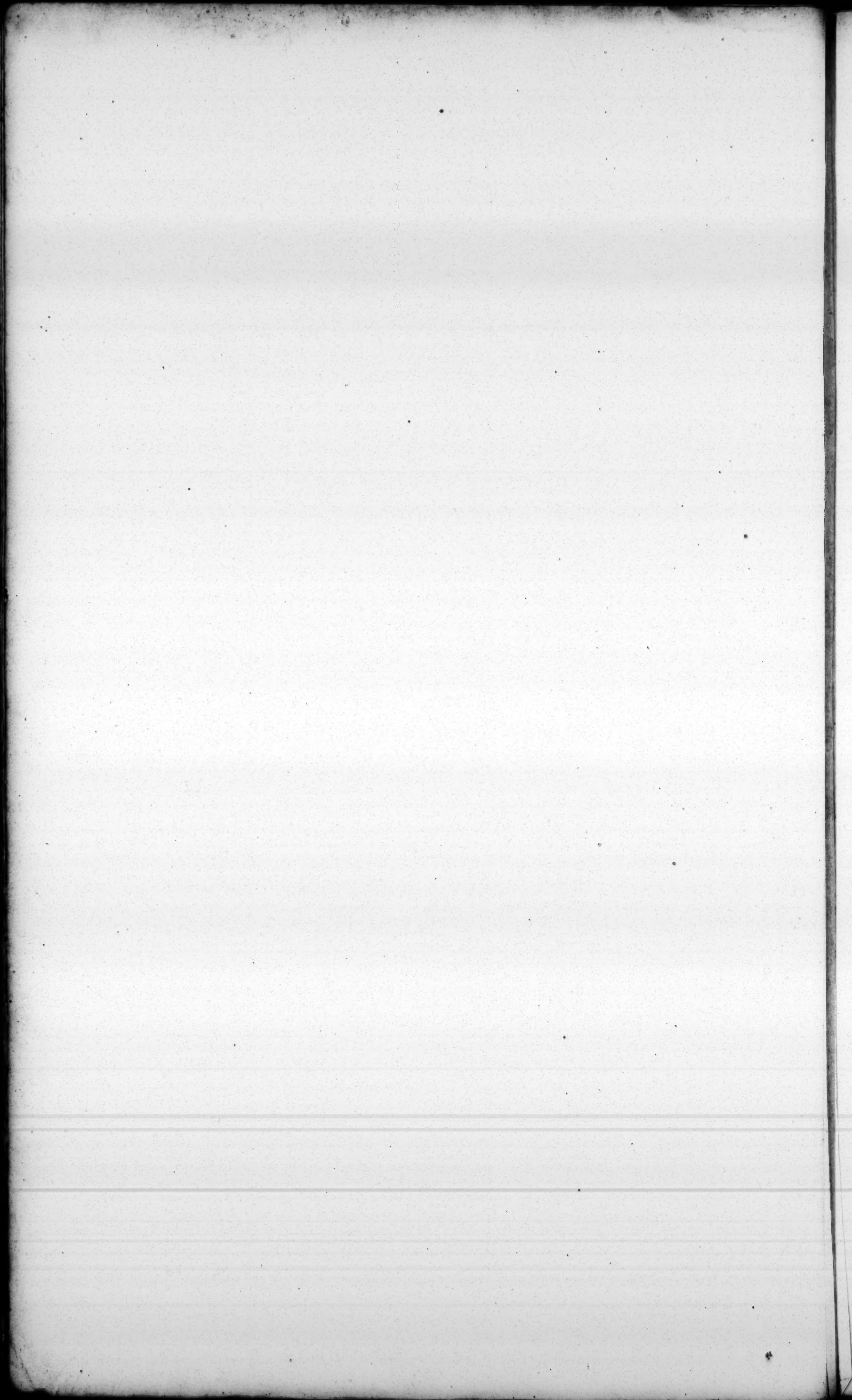
The marks of the Roads before Tetuan.



5	10	15	20	25	30
English and French leagues 20 to one degree					
5	10	15	20	25	30
Leagues de Spania 17 1/2 un grada					
5	10	15	20	25	30
Duytsche mylen 15 in een graadt					

James Bennet Sculp





bring the afore-named first little Hill that lies behind you in the Point of *Senta*, to the Southward of *Senta*, to lie just without Cape *Porcas*; and so Sail South, and throw the Lead continually until you come to the good Ground, as soon as you feel it, then let fall your Anchor, for the place where the good Ground is, is not two Cables length in circumference.

C. Tetuan. *Tetuan* lies from *Senta* about four Leagues and a half, and two or three Leagues to the Southward of it, lies Cape *Tetuan*, upon which stands a Tower. Those that have not been at *Tetuan*, may easily be deceived by reason of this Cape, which by a mistake may be taken for Cape *Porcas*: And the more, because that some say, that *Tetuan* lies seven Leagues to the Southward of *Senta*; it hath so happened sometimes, that Ships have Sailed towards this Point, and so Sailed past *Tetuan*. Therefore it is best not to Sail too far from the shore, whether it be by night or by day, for to get the sight of Cape *Porcas*, and to make it.

The Bay of *Tetuan* is a sandy Bay, the whole shore being also sandy, with low Hills, the which at a distance appear as if they were Ships; but the Ground near it is all foul and naught, except such places as are here noted: Between Cape *Porcas* and *Senta* there is a fine sandy shore, and thereabout is good Ground.

Penon de Velez. From *Centa* to *Penon de Velez* the Course is S. E. somewhat Easterly 20 Leagues: The Island is possessed by the *Portugees*, and upon the Main the *Moors*.

Buttoy. From *Penon de Velez* to *Buttoy*, it is five Leagues, it lies in a very fair Bay, and good Ground, and is a shelter against an East and E. N. E. and N. N. W. Winds.

Buttoy. The Trees are the best Mark by which you may know *Buttoy*, for if you come from the West, and have past *Velez*, there you will see a rough Point full of Trees, and presently by the side of this Point you shall find the Bay of *Buttoy*. These two Points of the Bay are full two Miles distant one from the other, and for the *Levant*, you lie on the East side. And the Key where the People come to the Sea, lies nearest East side; the Merchants are *Jews*, but the *Arabs* have the Command, and when they please can take away the Commodities from them, and leave the Master and the Merchant unpaid.

Busema. Coming beyond the Point of the Bay of *Buttoy*, you meet with the Bay of *Busema*, which lies on the West side of Cape *de Tres Forcas*, where there is a Trade sometimes for Wax, and other Goods, in Barter for Ammunition of War, and with *Selefia* Linnen, with such Commodities Ships come from the Christian side to vend them, the Road being good Anchor-Ground, but there is no shelter; yet you may Ride there without removing, and that with any Wind. From *Busema* to Cape *de Tres Forcas*, it is three Leagues, the Cape might give shelter for E. S. E. Winds, but it is a foul place. The most of the Craggs of this Cape lie above Water: You may within a Gun-shot run round about them.

Melilla. From Cape *de Tres Forcas* to *Melilla* it is two

Leagues, the place is possessed by *Pontugals*, it hath a little Slink for Frigots, but for greater Ships that Trade there, they must Ride in the open Sea.

From Cape *de Tres Forcas* to Cape *de Hone*, the Course is East, somewhat Southerly 18 Leagues. Cape de Hone.

From Cape *de Hone* to Cape *Gigalo* the Course is N. E. by N. eight Leagues; between both lies an Island in the Bay called *de Illas Delimachos*. Cape Gigalo.

From Cape *Filago* to Cape *Falcon* the Course is N. E. eight Leagues, between which lies an Island where you may go ashore with a Plank for Water; upon the Westernmost Point there are Conies. There is nothing that can hurt you, but what is seen above Water, so that you may Sail through betwixt the Island and the Main, for it is three Miles wide, on the Northernmost Point of this Island is a Road for a *Levant*, and on the East-side is good Riding next to a sandy Bay, where there is a smooth Road. Cape Filago. Cape Falcon.

From *Bibis* to *Oran* it is about 15 Leagues, if you would Sail to *Oran*, you must Sail from Cape *Falcon* S. E. till you come to another Point, which is about two Miles distant; and off from that Point lies a Rock above Water, upon which stands a Cross. And you may Sail close in by the Rock, for it is a wide Bay. And you must go up Westward near the Castle, and there come to an Anchor in 12, 9, and 10 Fathom, there is good Ground: And also shelter for any Wind, you lie near the Castle, which is called *Mazza Quivir*, it is a great and strong Castle, right above the Castle stands two watch Towers. Bibis Oran.

From *Mazza Quivir* to the Town of *Oran*, is three Miles, the Town lies near the shore side, and hath a little Haven, but no shelter for a Northerly Wind; on the West side of the Haven, at the coming in, stands a Castle aloft, and the Hills above the Castle shows it self like a Saddle; you may see it far off at Sea, and is very easie to be known.

From Cape *Falcon* to Cape *Carbon*, or Cape *Ferat*, the Course is E. by N. seven Leagues. Cape Carbon.

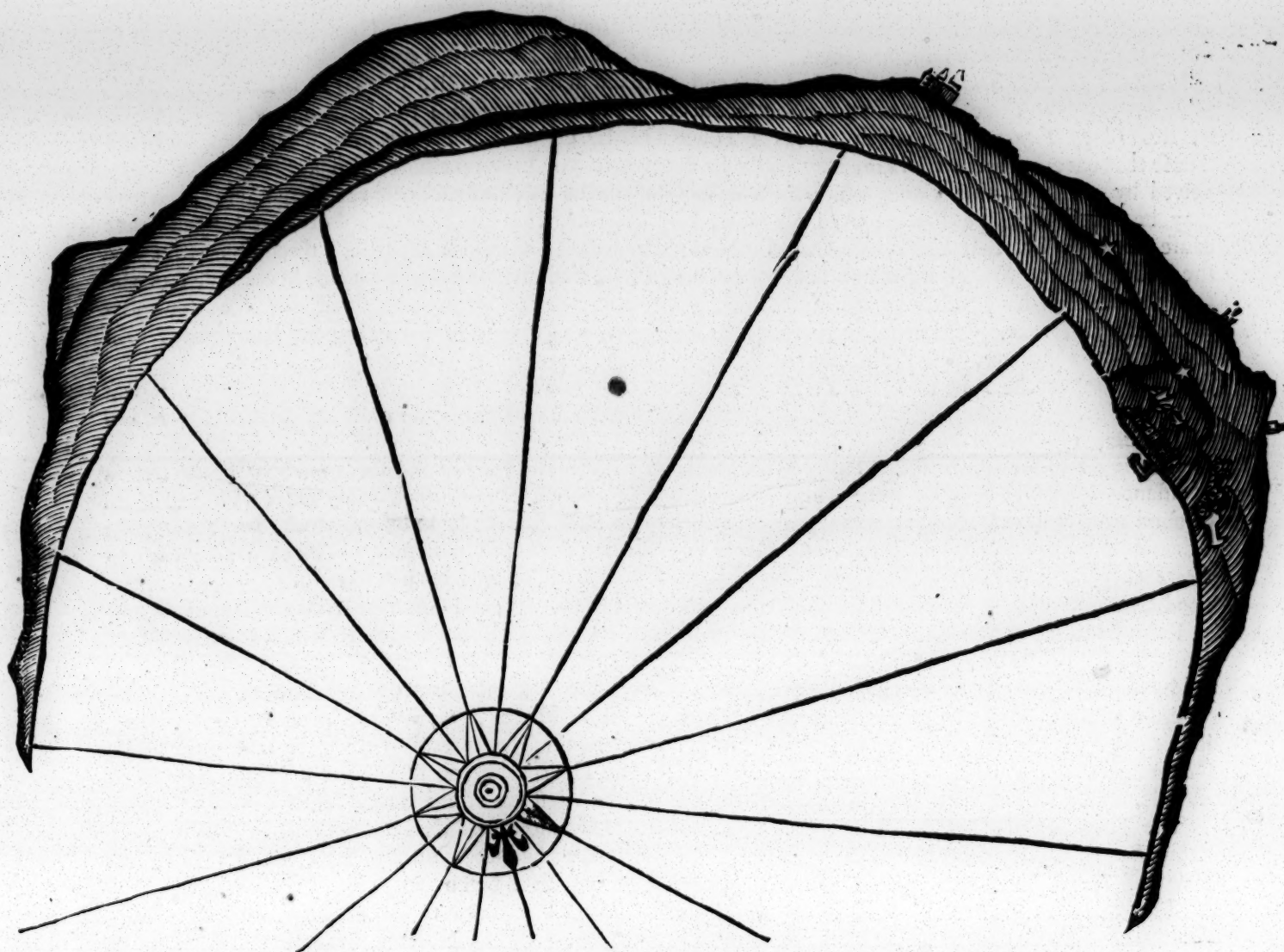
From Cape *Carbon* to Cape *Ivy* the Course is East N. E. about nine Leagues, between these two is a great Bay, in which lies a Town called *Arzeni*. Cape Ivy.

From Cape *Ivy* to Cape *Simie* the Course is N. E. by E. twelve Leagues and better; and between these lies also an Island called *Illa de Columbi*.

Cape *Tenes* is the best known Land thereabouts, between Cape *Tenes* and the Town that lies West from it there lie some little Craggs above Water, if you Anchor close to the Westward of the same, you are in some danger of not removing if you are bound for the West; when the Saddle Hill bears S. E. from you then you are in the best of the Road, in 8, 9, or 7 Fathom, or as near as you desire, there is a shelter for an East and E. N. E. Winds. Cape Tenes.

Sercelle is ten Leagues to the Eastwards of Cape *Tenes*, and ten Leagues Westward of *Algier*, and it lies under the command of the Admiral of *Algier*; there is a Hole that hath its beginning at the West, where the *Settees* and *Frigatiers* go in and out. Sercelle.

From *Monte Simie* to Cape *Gaxines* the Course is E. by N. 18, or 19 Leagues. Monte Simie.

A Draught of the Bay of Algier.

Directly East from the Point of *Caxines* lies the City *Algier*, and it is the Head City or Town of those Places. There is a Mould made along to a little Island which lies not far from the City, behind which is a good Road at five Fathom; And without it is 30 Fathom deep; upon the fore-mentioned Mould stands a Castle.

When Cape *Caxines* bears West by North from you, and that you see Craggs open, or see through them, 30 Fathom there is the best of the Road, where you will have good and fair clay Ground; then the East Point bears from you E. by N., and the Bay and the City will bear from you W. by S, with Westerly and Northerly Winds; Ships of 120 Tun may lie safe within the Mould, an East and E. N. E. Wind blows

right in, and causes the Sea to beat in very much, and the greatest danger is of the Ships beating one against another; very near to the City lie two or three ragged Rocks above Water: A little to the Northward of the City lies a sunken Rock, whereof care must be taken; the East and West Point of the Mould lies East and by South, and West and by North. The City appears Whitish, and resembles the form of a Mizen.

From *Algier*, or Cape *Caxines* to Cape *Bugarome* *Algier*, the Course is E. by N. 36 Leagues.

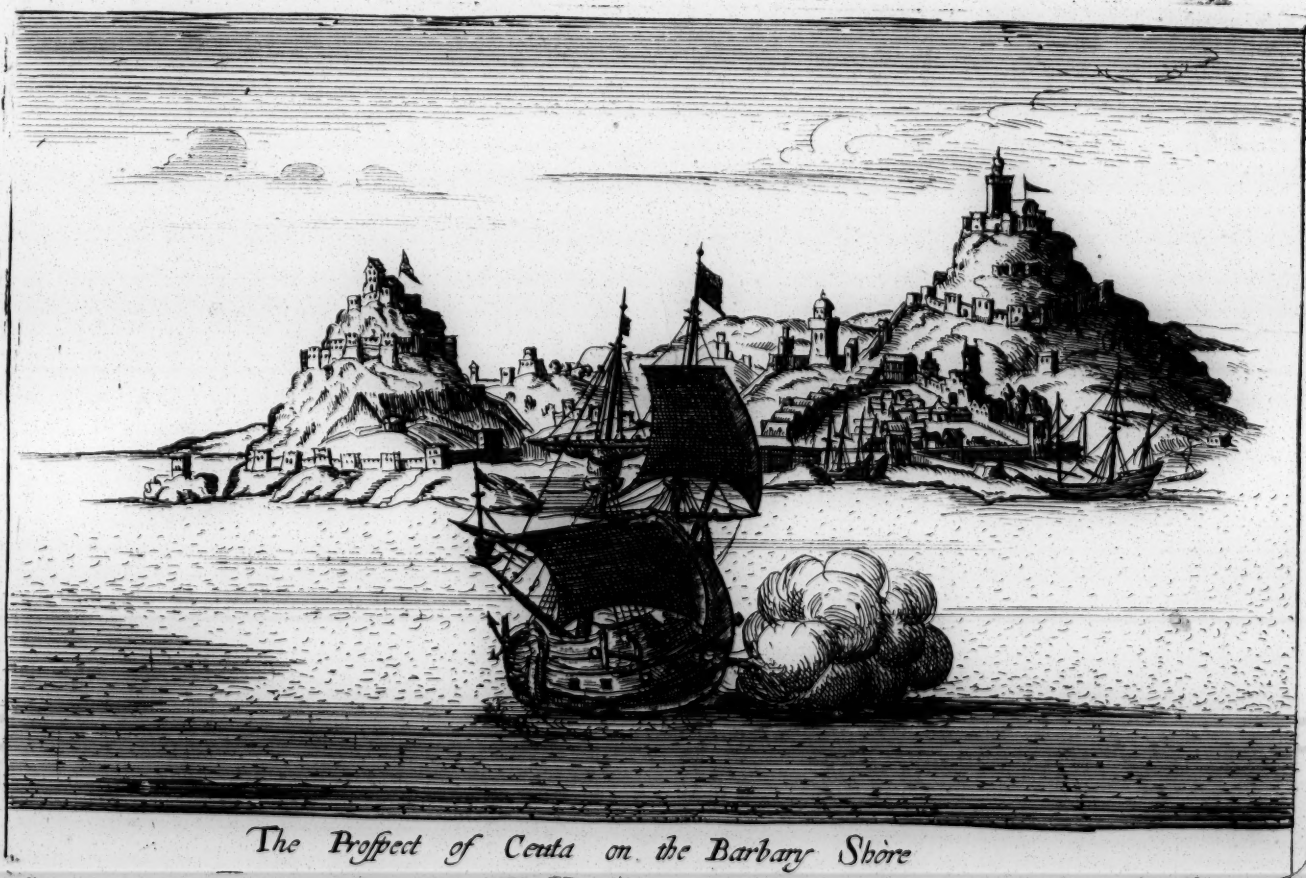
From Cape *Bugarome* to Cape *de Foro*, the Course is E. by N. seven or eight Leagues, between these two is a good Bay. *Cape Foro*

*A Table of the Courses and Distances of these fore-mentioned Places one from another.**Upon the Coasts of Spain.*

From the dire en France
De. *vers dire*
into *jusques*
of *vent dire* De
To *vent dire* A

From Cape *Trafalgar* unto *Tarriffa*, the Course is South East 3 Leagues.
From *Tarriffa* unto the Point of *Gibraltar*, E. by N. 4 Leag.
From the Point of *Gibraltar* unto *Maribella*, N. E. by E. 9 Leag.
From *Maribella* unto *Fangerola*, E. N. E. 4 Leag.
From *Fangerola* unto the West Point of *Malaga*, E. N. E. 2 Leag.

From the West Point of *Malaga* to the City of *Malaga*, N. E. and N. E. by N. 3 Leagues.
From the Point of *Gibraltar* to *Malaga*, N. E. 17 or 18 Leag.
From *Malaga* to *Velez Malaga*, East, and E. N. E. 5 Leag.
From *Velez Malaga* unto *Almunecar*, East, 11, or 12 Leag.
From *Almunecar* to *Salobrenna*, East 3 Leag.
From *Salobrenna* unto *Modril*, E. by N. 2 Leag.
From *Modril* to Cape *de Sacraftiff*, E. S. E. 1 Leag.
From Cape *de Sacraftiff* unto Castle *de Fiero*, E. by N. 3 Leag. From



From *Castle de Fiero* to *Adera*, East 6 Leagues.
 From *Adera* unto *Almeria*, N. E. 4 Leag.
 From *Almeria* to *Cape de Gat*, S. E. by E. 4 or 5 Leag.
 From the Point of *Gibraltar* to *Cape de Gat*, E. by N. almost 50 Leag.
 From *Cape de Gat* to *Almazaron*, N. E. by N. 18 Leag.
 From *Almazaron* unto *Cartagena*, E. N. E. 5 Leag.
 From *Cape de Gat* to *Cartagena*, N. E. 30 Leag.
 From *Cartagena* to *Cape de Palos*, E. by S. 5 Leag.
 From *Cape de Palos* to *Illa Grossa*, North 2 Leag.
 From *Cape de Palos* to the *Island St. Paulo*, N. N. E. 15 Leag.
 From the *Island St. Paulo* to *Alicant*, North, and N. by W. 3 or 4 Leag.
 The *Island Benidorme* lies right off of *Illa Grossa*, almost three Miles from the Land.
 From *Benidorme* to *Cape St. Martin*, N. E. 3 or 4 Leag.
 From *Cape de Gat* unto *Cape Palos*, betwixt N. E. and N. E. by E. 26 Leag.
 From *Cape de Palos* unto the *Island Formentera*, East 30 Leag.
 From *Alicant* to the *Island Formentera*, East 18 Leag.
 From *Cape St. Martin* unto the West Point of *Tveca*, East 8 Leag.
 From *Cape St. Martin* unto the S. W. Point of *Formentera*, E. by S. 13 Leag.

Upon the Coasts of Barbary.

From *Cape Sprat* unto the Point of *Apes-Hill*, the Course is E. N. E. 8 Leag.
 From *Apes-Hill* to the Point of *Seuta*, S. E. by E. 2 Leag.
 From the Point of *Seuta* unto the Road of *Tetuan*, South, 5 Leag.
 From the Road of *Tetuan* unto *Penon de Velez*, East S. E. 15 Leag.
 From *Seuta* unto *Penon*, S. E. by E. somewhat Easterly, 20 Leag.
 From *Penon* unto *Bezuma*, somewhat to the Northward of the East, 10 Leag.
 From *Bezuma* unto *Cape de Tres Forcas*, E. N. E. 13 or 14 Leag.
 From *Cape de Tres Forcas* to *Melilla*, South E. by E. 8 Leag.
 From *Melilla* to *Ilhas Zoforinos* E. by S. 6 Leag.
 From *Ilhas Zoforinos* to *Milonia*, S. E. by E. 4 Leag.
 From *Cape de Tres Forcas* to *Ilhas Zoforinos*, South E. 11 or 12 Leag.
 From the Point of *Seuta* to *Cape de Tres Forcas*, E. by S. somewhat Easterly, 40 Leag.
 From *Seuta* to the *Island Alboran*, East 40 Leag.
 From *Cape de Tres Forcas* to *Cape de Hone*, between East and E. by S. 18 Leag.
 From *Cape de Hone* to *Cape de Figalo* N. E. by East, 8 Leag.
 From *Cape de Figalo* to *Cape Falcon*, N. E. 8 Leag.
 From *Cape Carbon* to *Cape Tyie*, East N. E. about 9 Leag.
 From *Monte Simie* to *Cape de Saxines*, East by N. 18 or 19 Leag.

Thwart Courses between the Coasts of Spain and Barbary.

From *Cape Trefalgar* to *Cape Sprat*, South, somewhat Easterly, 7 Leag.
 From *Tariffa* to *Cape Sprat*, S. S. W. 6 Leag.
 From *Tariffa* to the Point of *Seuta*, S. E. 6 Leag.
 From the Point of *Gibraltar* to *Seuta*, S. by E. 5 Leag.
 From the Point of *Gibraltar* to *Penon de Velez*, S. by E. 22 Leag.
 From the Point of *Gibraltar* to *Cape de Tres Forcas*, E. b. S. 21 or 22 Leag.
 From *Malaga* to *Seuta*, S. W. by S. 21 or 22 Leag.
 From *Malaga* to *Penon de Velez*, S. by E. somewhat Easterly, 28 Leag.
 From *Malaga* to *Cape de Tres Forcas*, S. E. by East 34 Leag.
 From *Seuta* to *Solebrenna*, N. E. by E. and E. N. E. 35 Leag.
 From *Seuta* to *Cape de Gat*, E. by N. and E. N. E. 52 Leag.
 From the *Island Alboran* to *Cape de Gat*, N. E. by N. 15 or 16 Leag.
 From *Cape de Hone* to *Cape de Gat*, N. N. W. 10 Leag.
 From *Cape de Hone* to *Cape de Palos*, North N. E. 36 Leag.
 From *Cape de Figalo* to *Cape de Gat*, N. W. 20 Leag.
 From *Oran* (or *Cape de Falcon*) to *Cape de Gat*, W. N. W. 21 or 22 Leag.
 From *Oran* to *Cape de Palos*, N. by E. somewhat Northerly, 25 Leag.
 From *Cape de Tyie*, (or *Mosfogano*) to *Cape de Gat*, West, somewhat Northerly, 34 Leag.
 From *Cape de Tyie* to *Cape de Palos*, North W. by N. 23 Leag.
 From *Monte Simie* to *Cape de Palos*, N. W. by W. about 27 Leag.
 From *Monte Simie* to *Cape St. Martin*, North N. W. somewhat Northerly, 38 Leag.
 From *Cape de Caxines*, or *Algier*, to *Cape de Gat*, W. somewhat Southerly 62 Leag.
 From *Algier* to *Cape de Palos*, W by N. and W. N. W. 44 Leag.
 From *Algier* to *Cape St. Martin*, N. W. 46 Leag.
 From *Cape de Gat* to *Cape de Figalo*, S. E. distant 20 Leag.
 From *Cape de Gat* to *Cape de Falcon*, East South East, 11 or 12 Leag.
 From *Cape de Gat* to *Cape Tyie*, East, somewhat Southerly, 34 Leag.
 From *Cape de Gat* to *Monte de Simie* East, somewhat Northerly 35 Leag.
 From *Cape de Palos* to *Oran*, South by W. somewhat Southerly 25 Leag.
 From *Cape de Palos* to *Monte de Simie*, S. E. by E. about 27 Leag.
 From *Cape de Palos* to *Cape Caxines* by *Algier*, between E. by S. and E. S. E. 44 Leag.
 From *Cape St. Martin* to *Monte de Simie*, S. S. E. somewhat Southerly, 38 Leag.
 From *Cape St. Martin* to *Algier*, S. E. 40 Leag.

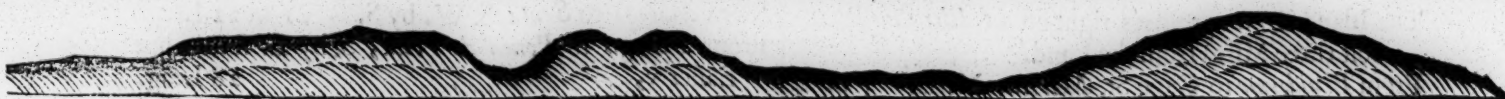
Here follows the *Makings of the Lands*, shewing in what Manner they Appear at Sea, upon the Coast of Spain and Barbary.



Coming from the West and going into the *Straits*, the *Spanish Coast* sheweth it self in this Manner :
When the Northerliest end bears N. E. about six Leagues, and the Eastermost Point (toward the *Straits*) is about five Leagues from you.



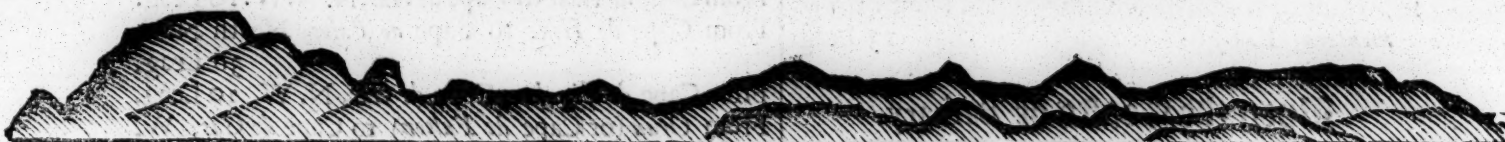
This is also the same Land continued, joyning together at the Crosses.



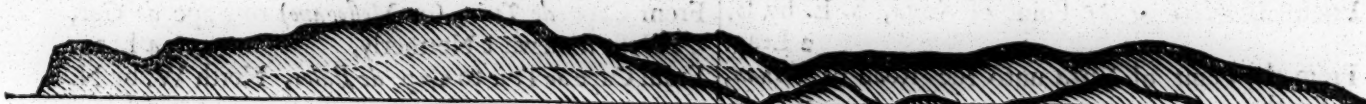
In this manner appears the *Spanish Coast* coming from the West, coming right with the *Straits Mouth*, the North Point bearing N. by E. and the Southermost Point (of the *Straits*) bearing N. E. of you, about six Leagues.



Thus sheweth the Land of *Cales*, bearing N. E. by E. five or 6 Leagues from you.



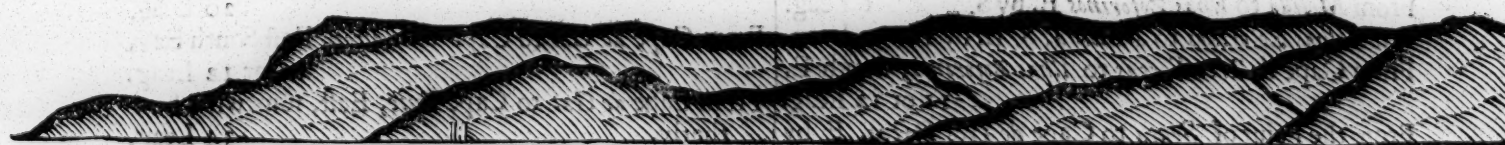
Cape *Sprat* shews it self thus, bearing E. by S. four or five Leagues from you. The Land to the Southward of the Cape S. E. by E. seven or eight Leagues.



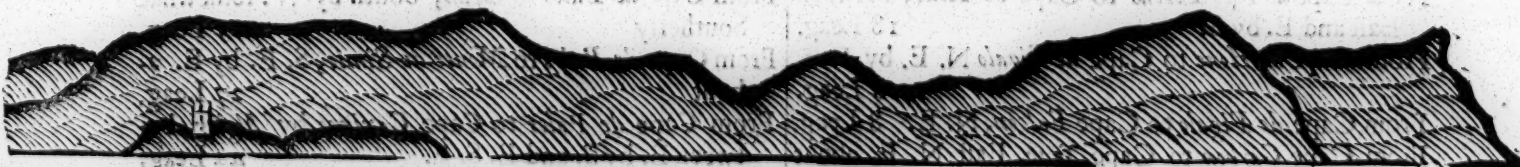
In this manner appears the Land to the Southward of Cape *Sprat*, Southeast and by E. seven or eight Leagues.



The Land without *Tariffa* on the *Spanish Coast*, appears on this manner when you are near it in very high Mountains.



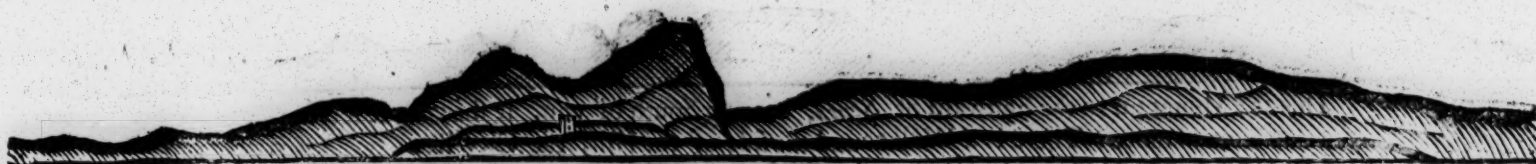
In this manner appears the *Spanish Coast Tariffa*, bearing North from you, when you see the Mountain *Gibraltar* shooting forth, without the East Point N. E. from you.



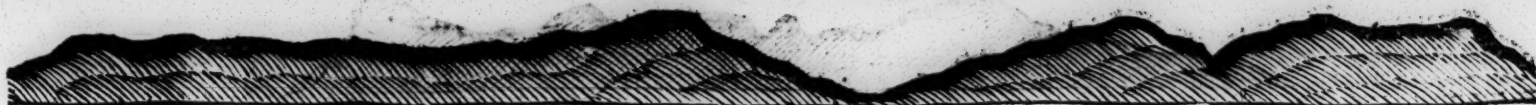
In this manner appears the Land to the West of *Gibraltar*, when the West Point is from you, *Gibraltar* bearing North.



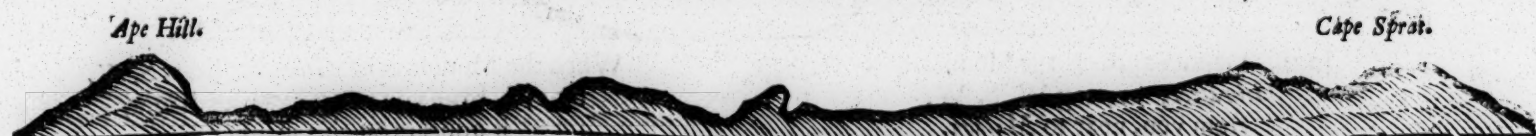
This to the East is joyned to it, and lies in the Bay of *Gibraltar*, and reaches to the Town of *Gibraltar*.



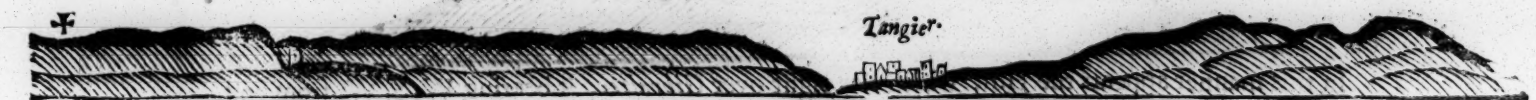
In this manner *Gibraltar* shews it self when it bears North from you ; then appears the Land on this manner, Eastward of the same, the East Point bears N. by E. from you, the City cannot then be seen.



Coming from the West over against the *Straits*, the Coast of *Barbary* appears in this Manner, when the N. E. Point bears E. by S. and the South-end South East from you, it being six Leagues distant.



In this manner appears the Coast of *Barbary* between *Cape Sprat*, and *Ape Hill*, when *Cape Sprat* bears S. E. by E. from you four Leagues, and *Ape Hill* E. by S. nine or ten Leagues.

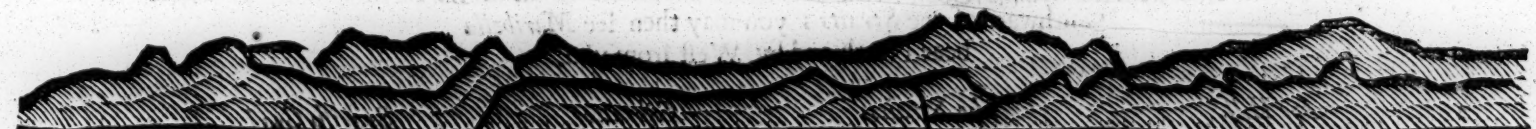


When you are Sailing into the *Straits*, and the South and S. W. Point bear South W. from you, then the Land appears in this manner ; *Tangier* will appear somewhat Westerly of this Valley, even within the Mountains, so that you can see very little of the City, but being near it you may easily see it.

The Coast of *Barbary*.



This Land is supposed to be continued with the next above, joynd together by the Croiles.



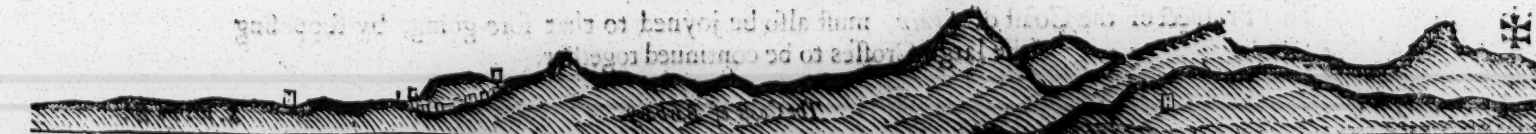
This likewise belongs to the East part of that above which reaches toward *Apes Hill*, and appears in this manner, bearing S. S. E. from you.



In this manner *Apes Hill* appears, when it bears East of you ; it is the remainer also of the Land above described.



In this manner appears the Land with all the Houses and Towers that are to the Eastward of *Apes Hill* towards *Senta*, being near it.



This Prospect of the Land belongs to the East part of the last foregoing, joyning at the double Croiles, and lies to the westward of *Senta*, which lies in a Valley betwixt two Mountains.

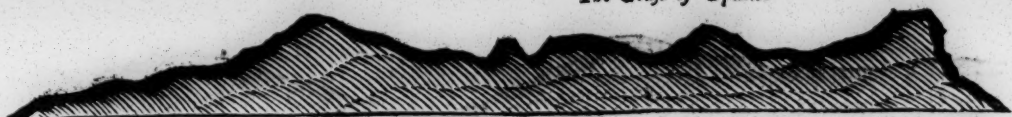
This

Makings of Land on the Coasts of Spain and Barbary.



This is a Mountain to the Eastward of *Seuta*, bearing South of you, it sheweth it self in this manner: There is a Wall round the side of the Hill, the City lies on the West of this Prospect in a Valley.

The Coast of Spain.



In this manner appears the Hill of *Gibraltar*, when it bears S. by W. ten Leagues distant.



In this manner appears the Mountain of *Gibraltar*, bearing W. S. W. from you, near to *Malaga*.

When the Mountain of *Gibraltar* bears S. W. by. W. from you at 10 Leagues distant, it appears on this manner.



In this manner appears the Hill, which lies right over *Gibraltar*, it bearing W. S. W. from you, it may be seen very far when you come from the East.



Apes Hill appears in this manner, bearing S. W. from you, seven or eight Leagues.

1.

The Coasts of Barbary.



When *Apes Hill* bears S. W. and the Mountain of *Gibraltar* W. S. W. from you, it shews it self in this manner, as is set forth in these four Figures, noted with the Numbers 1. 2. 3. 4. And that with the *Spanish Coast* to the Northward, and the Coast of *Barbary* to Southward of the Straits; you may then see *Maribella* bear North and by West from you.

2.

Ape Hill.

The Straits.

Gibraltar.

Spanish Coast.



This Prospect is supposed to be joyn'd with that afore-going, the double Crosses to joyn together.

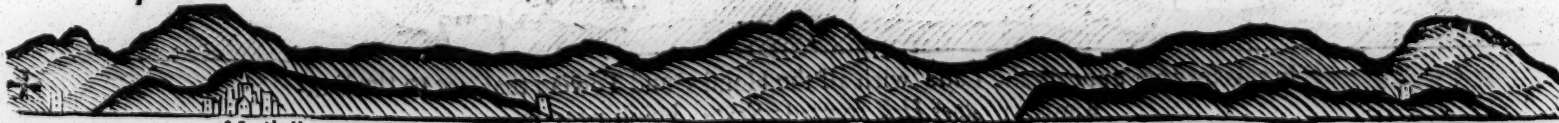
3.

The Spanish Coast.



This must follow the fore-going Prospect, the single Crosses joyning together.

4.



Maribella.

This Prospect of the Coast of *Spain*, must also be joyned to that fore-going, by supposing the large Crosses to be continued together.

S. by W.

The Coast of Barbary.

S. W. by W.



A Prospect of the Coast of *Barbary* to the Eastward of *Tetuan*, called *Targa*, bearing about S. by W. from *Malaga*, when the East-end bears S. by W. And the West end S. W. by W. from you, this Land is high, and may be seen 16 Leagues off at Sea.

These

These following Prospects shew the natural Appearances and Representations of the Coasts of Spain, according to their several Bearings and Distances.



In this manner appears the Land to the Eastward of *Gibraltar*, bearing N. W. by N. from you about six Leagues distant, and then the Fire-Towers cannot be seen.



This Prospect is the same of the last, only you are shot a little more Easterly; here stands many Fire-Towers along the Shore, which may be seen when you are near the Land. Hard by the Fire-Towers of *Gibraltar*, there is plenty of Fresh-water, where there is a River five or six Leagues up in the Land.



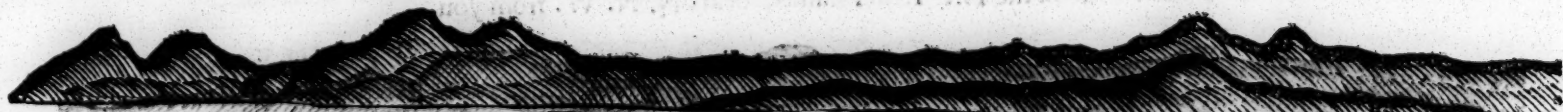
In this manner appears the Land to the Eastward of *Gibraltar* toward *Maribella*, the low Point bearing W. by N. from you.



This belongs to that above, to be joyned by the Crosses, and reaches toward *Maribella*.



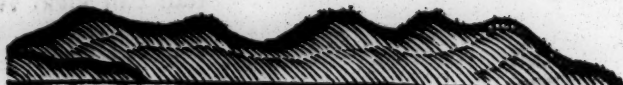
In this manner appears the Land betwixt *Maribella* and *Malaga*, being about six Leagues from thence.



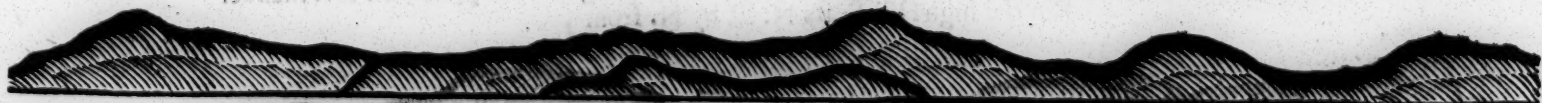
In this manner appears the Land betwixt *Maribella* and *Malaga*, when you Sail by it, coming from the West about five Leagues without the Land; it is very high Land.



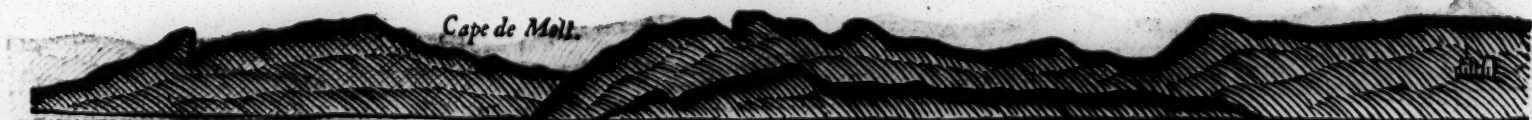
In this manner appears the Land of *Malaga*, bearing West by South from you, and then you are right against *Solobrenna*.



In this manner appears the West Point of *Malaga*, when it bears N. E. of you six or seven Leagues.

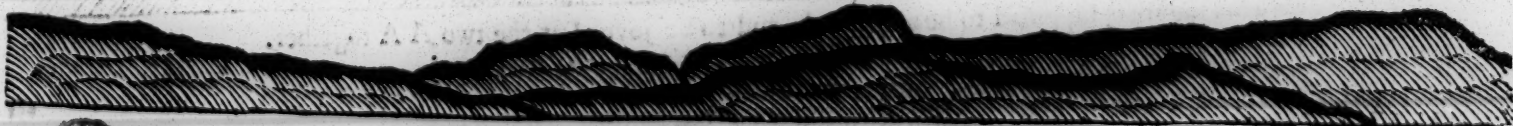


This sheweth the Land about five Leagues to the Westward of *Malaga*, when it bears N. E. from you, and *Fangerosa* comes then to lie at the East-end of the double Land, and a Valley just above the same.



Cape de Moll.

In this manner appeareth the Land to the Westward of *Malaga*, when you come from the West, and the high Hill bearing N. E. from you about five Leagues, then you may see the Castle which stands 4 Leagues from *Malaga*, also you may see a Cloyster upon the high Mountain, as you may see in the adjoining Prospect above.

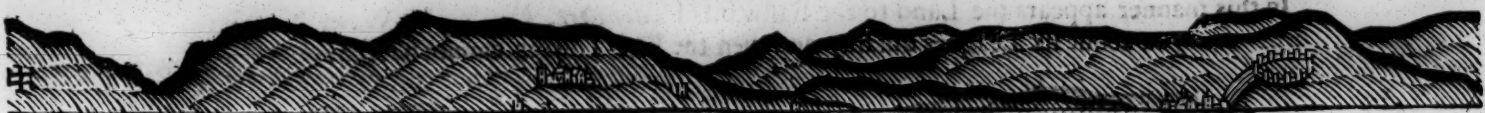


This Point lies to the Westward of *Malaga*, the City lies about a League to the Eastward of the same Point, and coming somewhat nearer to it, you may see three or four Fire-Towers upon the Point.

Makings of the Land on the Coasts of Spain.



In this manner appears the Land to the Westward of *Malaga*, bearing N. by E. or N. N. E. from you, about three Leagues from you then you may see the City of *Malaga*, to the Westward of the high Hill, as appears in these two Figures.



These two Figures foregoing, are to joyn the two double Crosses together, then the Church of *Malaga* appears just beneath the Castle; and that bears then about five Leagues to the Northward of you.



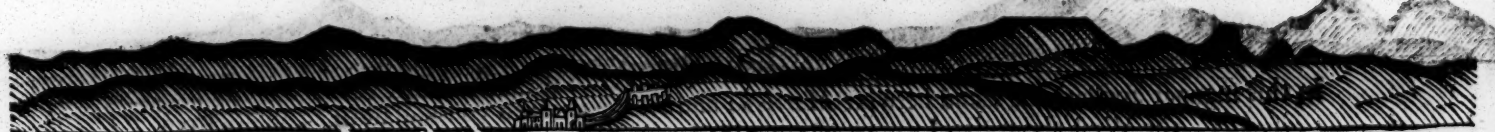
In this manner appears the Land of *Malaga*, when you are four Leagues from it, the West Point bearing N. N. W. from you.



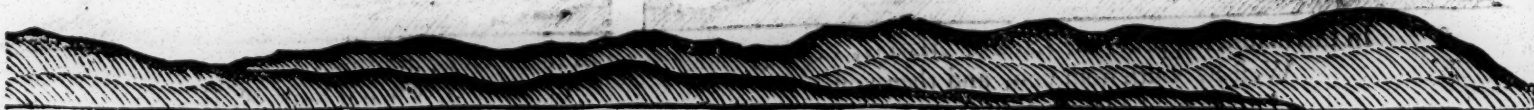
In this manner appears the Land to the Eastward of *Malaga*, when it bears North by East, and the City bears North from you.



In this manner appears the Land directly West off *Malaga*, when you come near to it, and the West Point on which the Fire-Tower stands, bears N. N. W. from you.



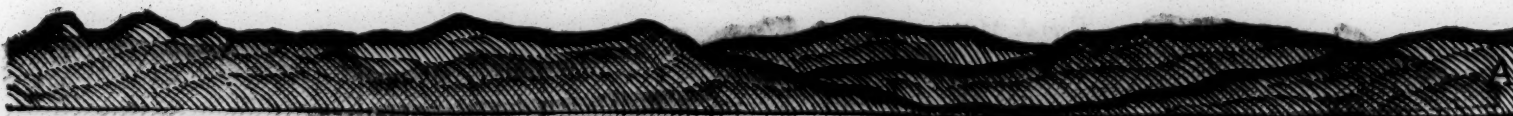
When you are within 3 or 4 Leagues of the City of *Malaga*, the Land appeareth thus; at this distance in clear Weather you may see Ships Ride in the Road.



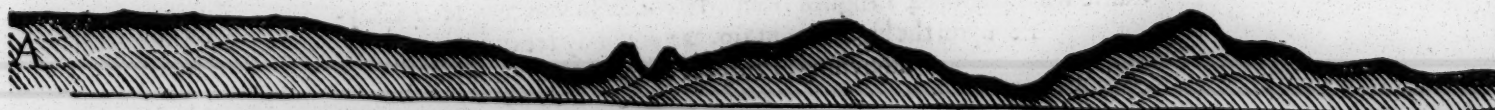
This Land lies to the Eastward of *Malaga* towards *Velez Malaga*, and appears on this manner when the high Hill bears N. E. by N. from you.



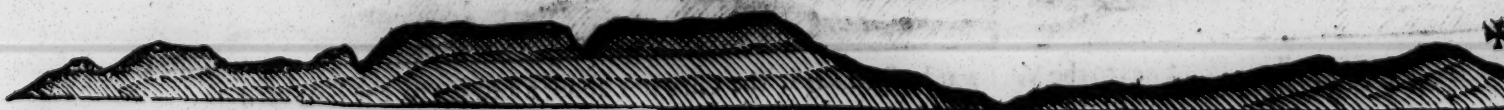
In this manner appears the Land by *Velez Malaga*, Sailing by it at nine or ten Leagues distance.



In this manner appeareth the Land near *Velez Malaga*, Sailing thwart from it about nine or ten Leagues distance.



This Figure is supposed to be continued, and to be joyned at the two A A together.



In this manner appears the Land Eastward of *Velez Malaga*, when the City bears N. by E. from you; and you may see it upon the Deck.

This

✕

This Prospect is only the continuance of the same Land, supposing it to be joynd together by the single Crosses.

N. by E.

E

In this manner appears the Land about *Almunecar*, when the West-end bears N. by W. seven or eight Leagues from you.

✕

This followeth the foregoing Figure, the double Crosses to be joynd together.

W. N. W.

T

In this manner appears the Land between *Velez Malaga* and *Almunecar*, when the West-end bears W. N. W. from you.

T

This belongeth to that Figure afore-going, and are to be joynd together at the two T Ts.

N. by W.

N. E.

This Land belongs to the East afore-going, and is the Land of *Almunecar*, when the East-end bears N. E. and the West-end bears N. by W. from you, and appears on this manner.

In this manner appears the Land between *Velez Malaga* and *Almunecar*, when you are Sailing by it being nine or ten Leagues from thence.

Thus appears the Land near *Almunecar*, when the West Point bears N. N. E. and the East Point N. E. from you.

N. E.

This belongs to that above, and to be joynd by the two T Ts.

Almunecar

Solobrenna

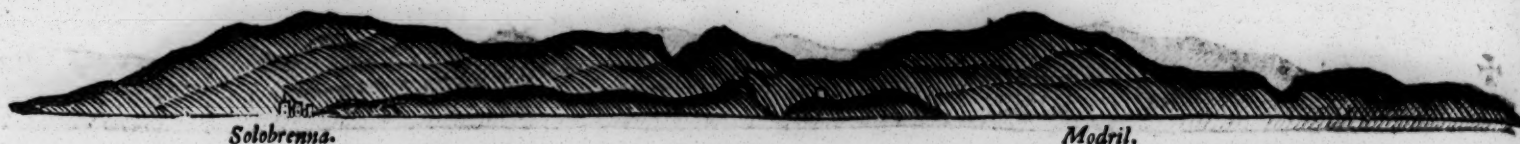
Modril

In this manner shows the Land about *Almunecar*, *Solobrenna*, and *Modril*, when *Solobrenna* bears N. W. by W. about three Leagues from you.

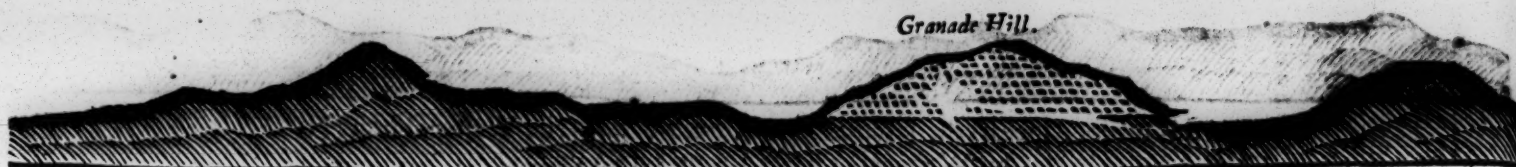
This Prospect belongs to the last afore-going, the A As. must be joynd together.

D 2

In



In this manner appears the Land when the Castle *de Fierro* bears N. E. from you, and at the same time you see both *Solobrenna* and *Modril*, as doth appear in this fore-going Prospect.



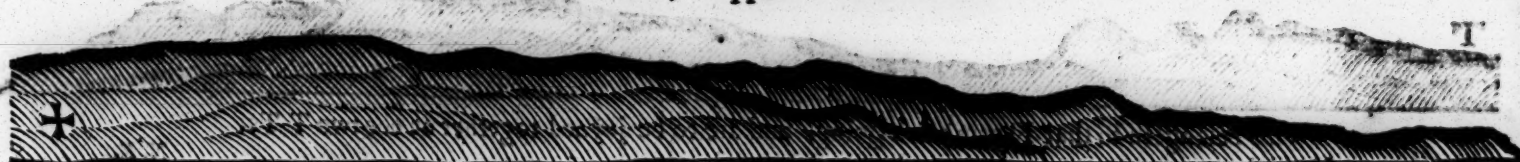
When the West Point bears N. W. by N. the *Granade Hill* North, and the other Point N. E. by N. ten Leagues from you, then the Land appears on this manner.



This Land is to joyn to the West of the Prospect afore-going.



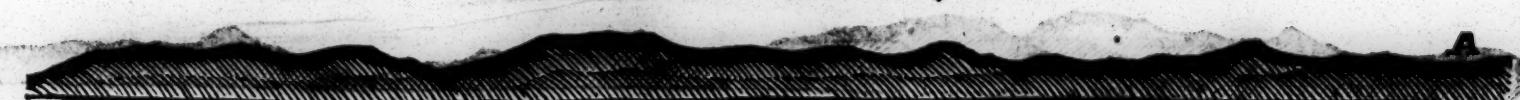
The Point of the *Granade* Mountain bearing N. N. W. from you, being nine or ten Leagues from the Land, it appears on this manner.



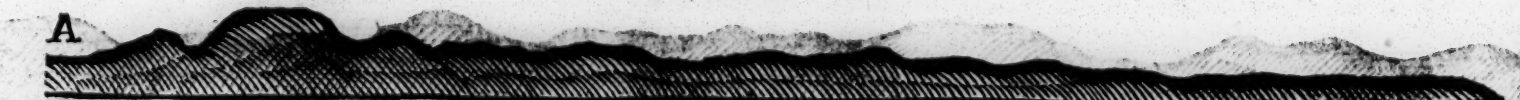
This Prospect belongs to the last afore-going, and to be joyned by the Crosses.



This shews the Land when the *Granade Hill* bears N. W. by N. twelve Leagues from you, and the East of this Land about N. by E.



Thus appears the Land to the Eastward of *Almeria*, when it bears N. W. about seven Leagues from you.



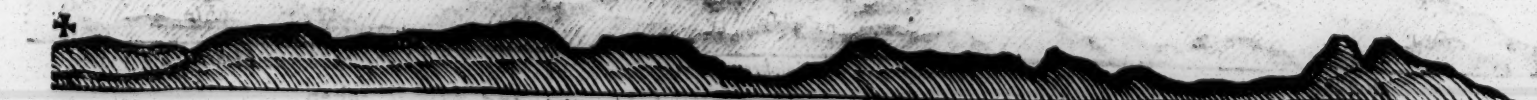
This belongs to the next above the A As, to be joyned together.



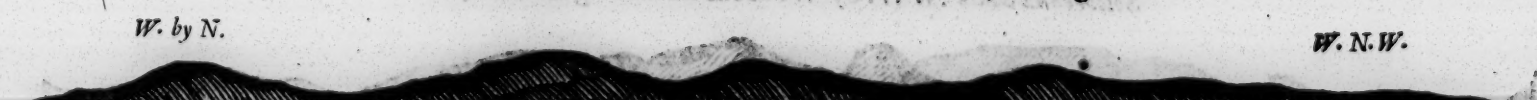
Thus appears the Land of *Granada*, when the West Point bears W. N. W. ten Leagues from you; Cape *de Gat* bears N. N. W. five or six Leagues from you.



This Land belongs to that above, and to be joyned by the double Crosses.



This belongs to that above, the double Crosses joyned together.



W. by N.

W. N. W.

The Land by *Adera* appears on this manner when the East-end of it bears W. N. W. and the West Point W. by N. from you, about ten Leagues.

When



When this Hilly Land bears E. by N. about seven Leagues from you, then you can see no Land at all between these two Hills; it reaches to *Cape de Gat*, also there is no more Land to be seen without the Point.



This Land lies Westward of *Cape de Gat*, when the West-end bears W. by N. and the East-end N. W. by N. from you, then lies *Cape de Gat* eight Leagues off, and the other Point fourteen Leagues from you, and appears on this manner.



When *Cape de Gat* bears N. E. from you, and when you can just see it upon the Deck, then it shows it self on this manner.



In this Form appears *Cape de Gat*, when it is nine or ten Leagues from you.



When *Cape de Gat* bears N. E. by N. seven or eight Leagues from you, it appears in this manner.



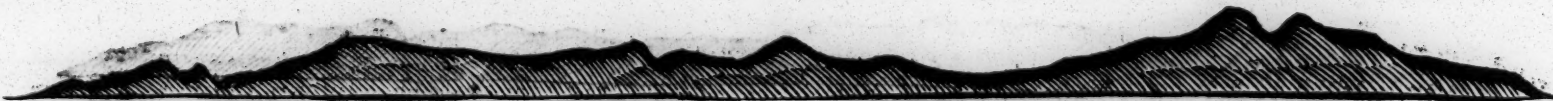
In this manner appears *Cape de Gat*, lying seven Leagues to the Northward of you.



When *Cape de Gat* bears N. by W. from you four or five Leagues, it shews it self on this manner.



This belongs to the next afore-going, the Crofles joynd together.



When *Cape de Gat* bears W. N. W. three Leagues from you, it appears on this manner; the Point of *Almeria* bears then W. by N. from you.



When *Cape de Gat* bears N. W. by N. about four Leagues from you, the Land shews it self on this manner. The inward Land is higher than the Cape, as be may seen in this and the foregoing Figure.




This belongs to that above the Crofles being joynd together.




When *Cape de Gat* bears West from you about four Leagues, it appears on this manner.

When coming from the East, and *Cape de Gat* bears West, or West by North from you about 12, 13, or 14 Leagues, then you can scarce see the East Point of the Cape, but you must see the two Hills bear East close to the Cape, these are the Saddle-Hills; or the Hills with the Castle; also you may see the high Land

that lies to the Westward of the Cape with the *Granada* Mountain looking over the Cape: In clear Weather you may see the Coast of *Barbary* in the top: Also the Land about *Cape Palos*, when you are in the top, it appears like two Hills or little Islands.



In this manner appears the Island of *Albaran*, when it bears South of you two Leagues off



In this manner appears the Island *Albaran*, when it bears S. W. from you.

These following Prospects shew the shape of the Lands upon the Coast of Barbary.



Thus appears *Mastogam*, when it bears E. S. E. from you.



When *Mastogam* bears S. E. from you, it appears on this manner.

Mafagonia.



Thus appears the Land to the Eastward of *Mastogam* when it bears S. E. 18 Leagues from you.



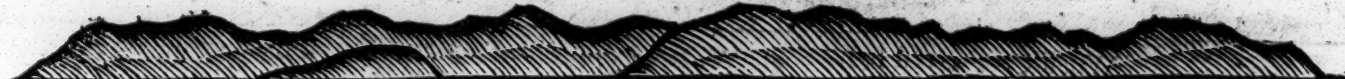
When Cape *Sercelli* bears S. W. from you, it shews it self on this manner.



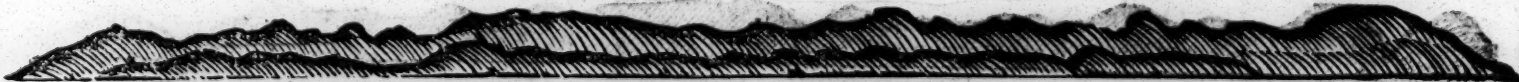
In this manner appears Cape *Sercelli* and Cape *de Bater*, when it bears South from you.



In this manner appears Cape *de Bater*, bearing South from you.



When Cape *de Gaxines* (that is the Point West of the City *Algier*) bears S. W. from you, it appears thus.



When this high Land to the East of Cape *de Gaxines* bears S. S. W. from you, it shews it self thus.



When this high Land lies E. S. E. from you, then the City *Algier* shews thus.



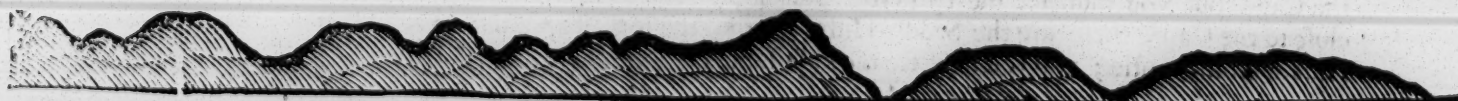
When the Point (*Sigari* which is West of the Cape *de Bugarone*) bears South from you, it appears on this manner.



In this manner appears Cape *de Bugarone*, when it bears S. W. 13 Leagues from you, and lies about eight or nine Leagues to the Westward of Cape *Ferat*, between which two there is a great Bay, where you may from the Deck discern the Land.



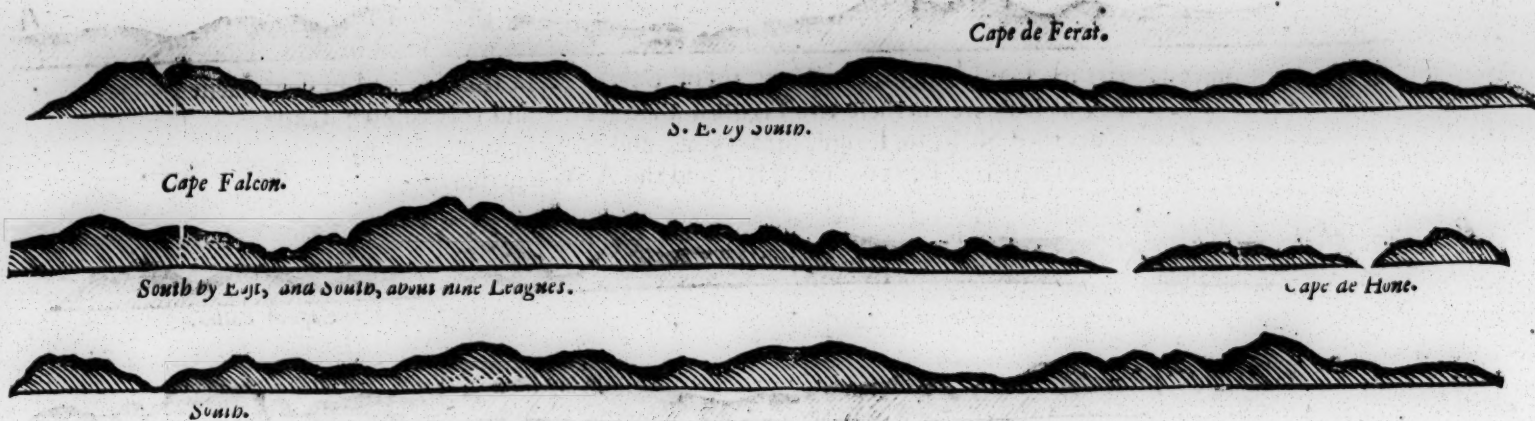
In this manner you see the Land of Cape *de Ferat* Sailing by it toward the East, when it bears S. W. by S. 12 Leagues; and Galeto bears E. by N. ten Leagues from you, which notwithstanding you cannot see. And here Note, That you must observe the Current, which sets very strongly asslant the Shore.



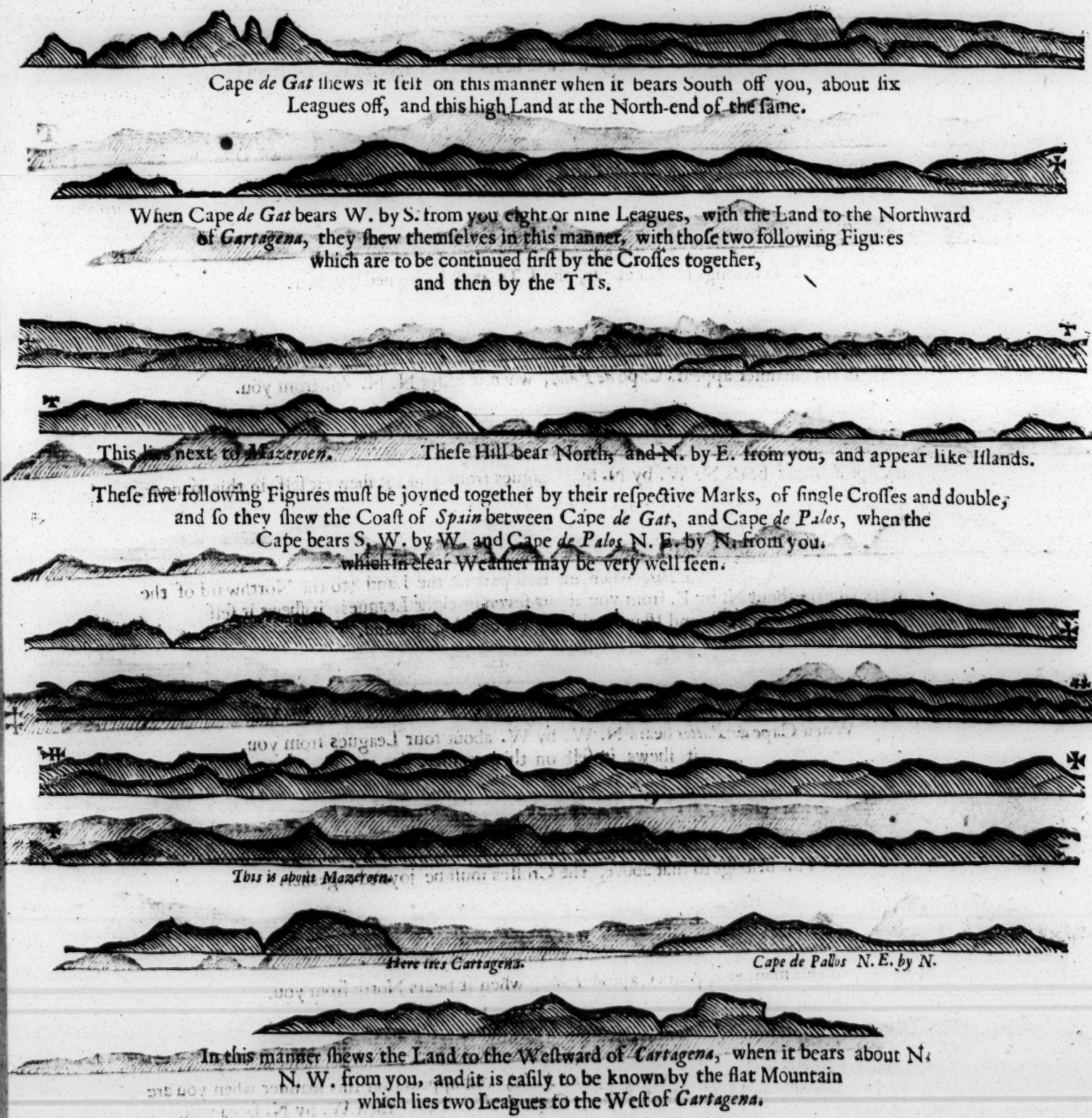
This belongs to the last foregoing, the Crosses being joyned together.

The

The three following Figures shew the Coast of Barbary, from the Land of Mostogam to Cape de Hone.



These following Prospects shew the Coast of Spain.



Cape de Gat shews it self on this manner when it bears South off you, about six Leagues off, and this high Land at the North-end of the same.

When Cape de Gat bears W. by S. from you eight or nine Leagues, with the Land to the Northward of Cartagena, they shew themselves in this manner, with those two following Figures which are to be continued first by the Crosses together, and then by the T Ts.

This lies next to Mazeroen. These Hill bear North, and N. by E. from you, and appear like Islands.

These five following Figures must be joynd together by their respective Marks, of single Crosses and double; and so they shew the Coast of Spain between Cape de Gat, and Cape de Palos, when the Cape bears S. W. by W. and Cape de Palos N. E. by N. from you. which in clear Weather may be very well seen.

This is about Mazeroen.

Here lies Cartagena.

Cape de Palos N. E. by N.

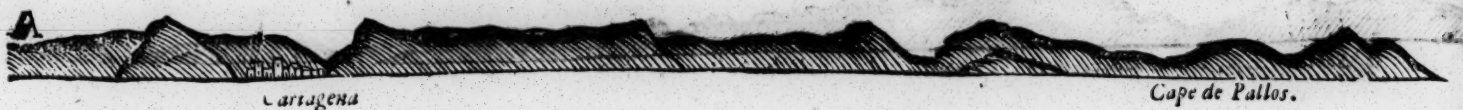
In this manner shews the Land to the Westward of Cartagena, when it bears about N. N. W. from you, and it is easily to be known by the flat Mountain which lies two Leagues to the West of Cartagena.



Thus appears the Land to the Westward of *Cartagena*, about *Almezarón*.



In this manner appears the Land lying to the Westward of *Cartagena* near to it, and so continueth to *Cape de Pallos*, as is shewed in these two Figures, that above, and this below; *Cape de Pallos* bears then N. E. six Leagues from you, and are to be continued by their respective Letters, the B Bs, and the A As together.



In this manner appears *Cape de Pallos*, when it lies more Northerly than N. E. at six or seven Leagues distance.



In this manner shews *Cape de Pallos*, when it bears North seven Leagues from you.



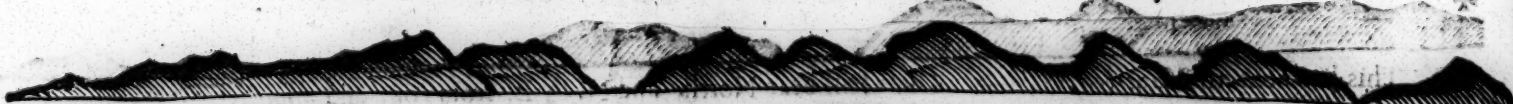
In this manner appears *Cape de Palos*, when you Sail by it five Leagues off.



This belongs to that above, the T Ts must be joynd together.



In this manner appears *Cape de Palos*, when it bears N. N. W. from you.



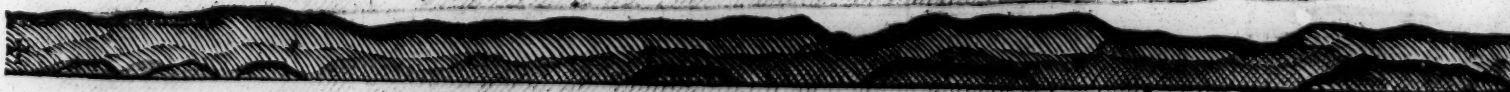
When *Cape de Palos* bears N. W. by N. five Leagues from you, it shews it self in this manner.



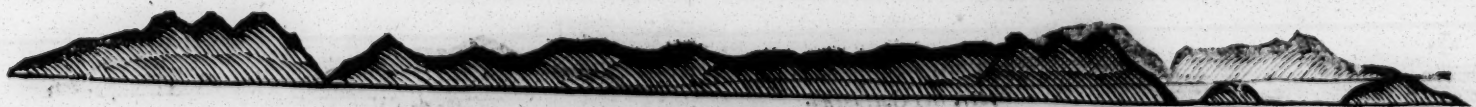
In this manner appears *Cape de Palos*, when the East part of the Land (to the Northward of the Cape) bears about N. by E. from you about seven or eight Leagues, it shews it self like Hills and Island, although it be all main Land.



When *Cape de Pallos* bears N. W. by W. about four Leagues from you, it shews it self on this manner.



This belongs to that above, the Crofles must be joynd together.



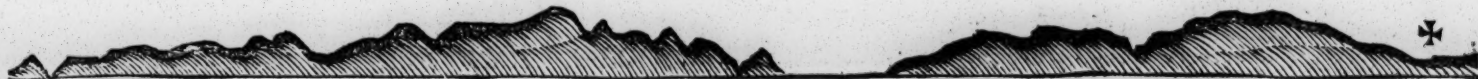
In this manner appears *Cape de Palos*, when it bears North from you.



This Land lies to the Northward from *Cape de Palos*, and appears on this manner when you are 14 Leagues off, and is very high Land; *Cape de Palos* bears then W. by N. from you.



In this manner appeareth *Cape de Palos*, when it bears W. by N. somewhat Westerly from you, about six or seven Leagues distant.

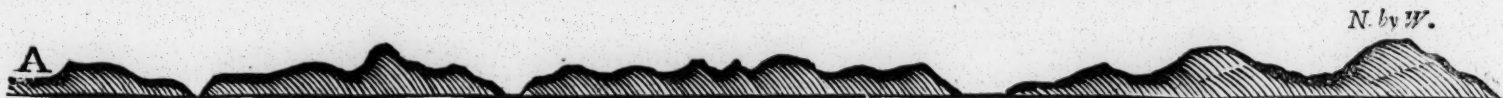


Cape de Palos.

In this manner appears *Cape de Palos*, being six or seven Leagues to the Westward of you, then the two high Hills lie right behind the Cape, which in Sailing by are hid.



This Land belongs to the foregoing, and must be joynd together at the Crosses.



This also belongeth to the foregoing, and must be joynd at the Letters A A. This Land reacheth to *Alicant*. The high Hill then bears N. by W. from you.



The Land Westward of the Cape towards Cartagena.

Thus appears *Cape de Palos*, when the S. E. Point bears W. N. W. and the N. E. Point N. W. from you, about five or six Leagues distant.

Cape de Palos W. by S.



Cape de Palos bearing W. by S. about nine Leagues from you, appeareth thus. The Land (from the Cape) bearing N. from you, seemeth then (when you are far off) to be broken Land.



This Land joyns to the foregoing, at the Letters C C.



When *Cape de Palos* bears S. W. by W. about ten or eleven Leagues off, then you see some Land to the Eastward of it, as followeth.



This Land lies North from the Cape, when you come from the Eastward, and first begin to see it, being distant about twelve or fourteen Leagues from you.



When the Mountain of *Alicant* bears N. W. by W from you, it appeareth thus, being very well to be known, because it keepeth its Form, which way soever you Sail.



In this manner appeareth the Land of *Alicant*, when you can just see it upon the Deck bearing W. by S. from you, about six Leagues off.



This belongs to the foregoing, and must joyn together at the Crosses.

*A Description of the Sea Coasts of Valentia, and Catalonia,
between Cape St. Martin, and Cape de Greos; as also
the Roads, Havens, and Shoals, about the
Islands Majorca, Minorca, and Ivica.*

Cape *St. Martin*, is an inconsiderable Point, on which standeth three Light-Houses, a little distant one from the other. And beyond the Point, lies a little Island which is reasonable high, and reacheth with a shoal unto the main Land, infomuch that you cannot Sail between the Island and the Main.

From Cape *St. Martin* unto Cape *St. Antonia*, the Course is Northwest two Leagues. Between these two Points is a Bay, where in 12, 13, and 14 Fathom is good Anchoring; in which Bay is three or four Light-Houses and a Town, called *Xabea*. Cape *St. Antonia* is a small steep Point, whereon there also standeth a Light-House, and near the Town on high Land, there standeth several Mills. If you would Anchor before the Town, Anchor close to the high Land of Cape *St. Antonia*, on which the Mills stand, with two Anchors to Seaward, and a Fast on the Shore; an East and East South East Wind blows right upon the Shore. Due North of the Town is a Mountain, which is called the high Hill, being seperated from the other Mountains, with two deep Valleys.

Deania. About two Miles to the Northward of the Cape lies *Deania*, where is a small Haven, but of little account. Such as would go in there must have a Pilot, therefore come to an Anchor about Gun-shot off, where you will have six or seven Fathom Water, and then you will have Pilots come aboard of you.

Candia. To the Westward of *Deania* is all good Sandy Ground; and from *Deania* to *Candia*, the Course is Northwest five Leagues.

Callera. From *Deania* to *Callera*, the Course is Northwest eight Leagues; there is no good Road, but very foul Ground.

Valentia. From *Callera* to *Grao*, is the Road of *Valentia*; the Course Northwest four Leagues. *Valentia* is a great City, lying from the Sea-side up-land: But *Grao* is a small Town by the Water-side. If you desire to come to Anchor at *Grao*, come to an Anchor in eight or nine Fathom Water.

Monvedra. From *Valentia* to *Monvedra*, is four Leagues, being a great City, where a little to the Northward standeth a Light-House, by the Sea-side.

Cape Orpesa. From *Monvedra* to Cape *Orpesa*, the Course is North, distant seven Leagues. Cape *Orpesa*, is a high Land, whereon standeth a round Castle upon a little Mountain to the Westward, by which the Cape may be known; to the Westward of the Cape is a good Road.

Peniscola. From Cape *Orpesa* to *Peniscola*, the Course is N. E. and by N. five Leagues, and shows it self like to an Island. And close to the Eastward of the City, is a great Bay and good Riding, where you shall have about ten Fathom Water. If you intend to Ride there, you must have two Anchors to Seaward, and a Fast on Shore.

Benicalon. Northeast of *Peniscola*, lies a City called *Benicalon*, and West of the City lies a square Tower, with some Trees.

Asiques of Tortosa. About a League further Easterly, lies a Town cal-

led *Vineros*, and on the low Land close to the Sea-side standeth a round Fire-Tower, or Light-House.

A League East of *Vineros*, stands a White Tower, and to the Eastward of it is all low Land, about three Leagues in length, and is called the *Asiques*, or *Tortosa*, and is an Island; to the Westward of it is a great Bay, where is good Anchoring, almost with any Wind. If you stand into the Bay, keep the Main-land aboard, for off the Island is very shallow a great way off, and after you are gotten a League in, you may come to an Anchor any where in 6, 7, or 8 Fathom water, being all good sandy Ground. The Island is very low Land, infomuch that sometimes with high Waters, it is almost over-flown; the innermost part of the Island is very shallow and level, and may on occasion serve to Creen a Ship on.

In the Bay stands a Tower, called *St. John*, where there is much Salt made. To the Eastward of this Bay is the Coast of *St. George*, on which stands neither House nor Tower, where the *Turks* commonly lie lurking for Vessels that come from *Catalonia*, and from the Island *Majorca*, to take them if they can.

Two Leagues East of *St. George*, lies a Point of Land, on which standeth a Light-House, and due West of this Light-House standeth a waste Castle. Near the said Castle, in seven or eight Fathom water, you shall find good Anchor-ground, and very good Road, with a Northeast Wind.

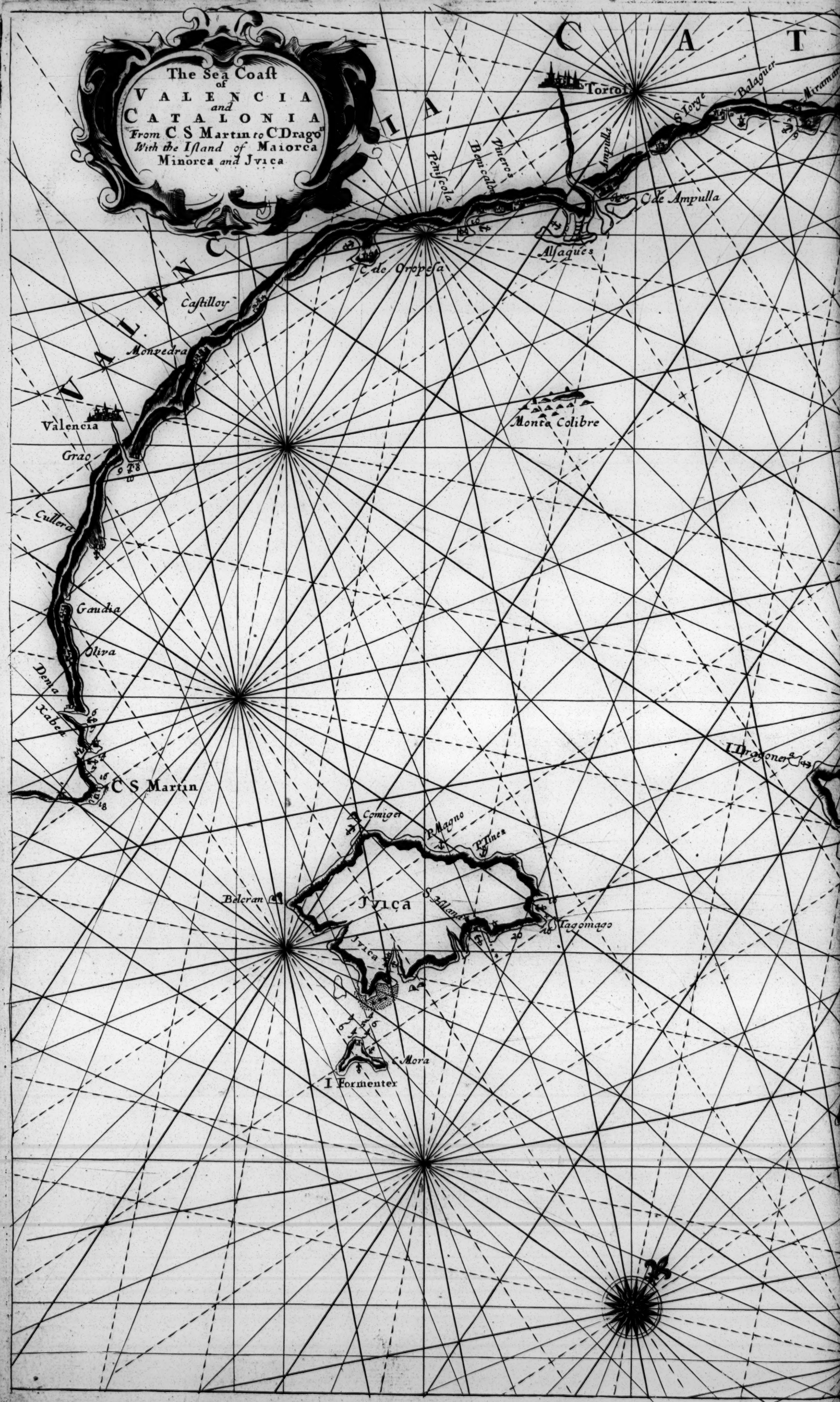
Two Leagues to the Eastward of this Castle, lieth the City *Taragona*, from the Water-side a little upland, and close by this City on the Heath, standeth a square Tower; and due East of this Tower, is the Road of *Taragona*. About a League East of this Tower, lieth in a Valley a small Town, called *Tameril*; and two Leagues and half to the Eastward of *Tameril*, standeth on a round Hill a Light-House. N. E. and by E. from *Tameril*, distant ten Leagues, lies the City *Barcelona*, being in a Bay, and a City of great Traffique.

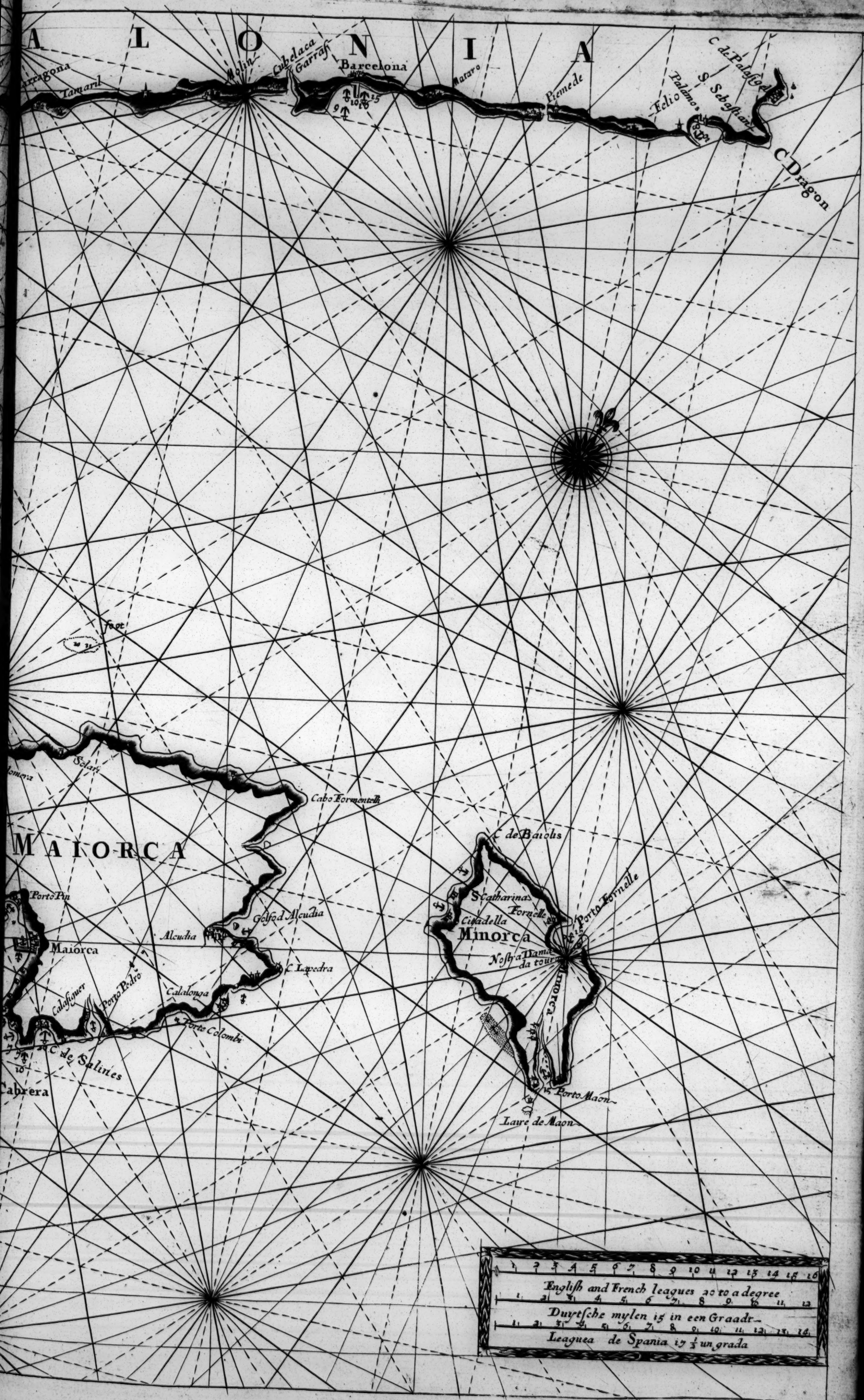
West of the City lies the Hill *Mont Juve*, on which standeth a Watch-Tower, and right before the City is the Road, and good Anchoring in nine or ten Fathom water, and if to the Westward, in 15 or 16 Fathom.

At *Barcelona* is a Head or Mould, about the length of that at *Genoa*, but it trends somewhat more to Seaward; and if you Ride there, you have two Fast on shore on the Mould, and two Anchors to Seaward, and being so Mored, you have good Riding under the Mould: But a Southerly Wind is the worst you can have, for it causes somewhat of a Sea.

Cape *Dragon* lies distant from *Barcelona* sixteen Leagues, the Course N. E. and by E. and on Cape *Dragon* standeth a high Tower, called *St. Sebastian*; and two Leagues to the Northward of the Cape, is the great Bay of *Rosas*, and trendeth from the Cape inward N. W. On the North part of which lies two Rocks, or small Islands, on which there seemeth to stand two Castles. You may stand away close along the Shore, and come to an Anchor on the North part of

The Sea Coast
of
V A L E N C I A
and
C A T A L O N I A
From C S Martin to C Drago
With the Island of Maiorca
Minorca and Jvica





of the Bay, in seven or six Fathom water; where scarcely any Winds can hurt you, except an E. S. E. which blows right into the Bay, the Land without lieth along N. N. E. and S. S. W.

Cicos.

From Cape *Dragon* to Cape *Greos*, is N. and by E. nine Leagues. On the Cape standeth a round Tower, and under the Cape is very good Anchor-ground in 15 or 20 Fathom water.

Ivica.

The Westernmost Point of *Ivica*, lieth from Cape *St. Martin* East, a little Northerly distant eight or nine Leagues, and off from the said Point, lieth a great ragged Rock.

Another Point of Land, which looketh towards N. W. hath also a great Rock lying off from it; but being got about the Point, you have a good Road. The *Turks* use to lie under that Rock lurking for a Prey.

From the Westernmost Point to the N. W. the Coast lieth North and by East, and South and by West distant four Leagues. And from the N. W. Point, to the N. E. the Land trendeth E. N. E. and W. S. W. being distant six or seven Leagues. Between these two Points you have several Bays, where you may have good Riding.

At the N. E. Point, lieth a reasonable great Bay, being clear sandy Ground, but on the East-side of the Bay lieth a funken Rock, whereon there is a Ripling of the Water when it blows; between the Rock and the Island, there is 16 Fathom water.

The Island
Tagomaga

About Gun-shot from the Eastermost Point, lies an Island, called *Tagomaga*; between the Island and the Main is good Anchoring, where you will have about 15 or 16 Fathom water.

From the Eastermost Point to the Southermost, the Land trendeth S. W. and S. W. and by S, and are distant eight Leagues; the shore along is ragged, and hath many small Points of Land lying out. About a League to the Southward of the Eastermost Point, lies a great sandy Bay, called *St. Hillaria*, where a little up from the Water-side, there standeth a small Castle, and two Light-Houses. On the North-side of the Bay it is shallow Water, and on the Eastermost side there are two small Islands.

The Bay
of St. Hillaria

About a League from these Islands, lies a Rock under Water, which if you shun, there is no other danger betwixt it and the Islands; having at least 20 or 30 Fathom water, except in one place where you have but 16 Fathom, and thereabouts.

With a Storm the Rock may be plainly seen, also in smooth Water they may be discerned, for the Ground thereabouts is soft and whitish. To the Westward of the said Bay, between two Points of Land, is a small Inlet of Water, like to a small River, and very deep withal.

Ivica.

Three Leagues to the Southward of the Bay of *St. Hillaria*, lies the City of *Ivica*, having thereto belonging a good Haven, but foul Ground and Rocky; but the most part of them are above Water, that may be hurtful to you. And about a League to the Eastward of the Haven, lieth two great Rocks above Water.

To Sail
into the
Haven of
Ivica.

Coming from the Eastward you will Sail into *Ivica*, then keep the Shore close Aboard, till you can see the City and Castle, and when you have the City in sight, stand into the Haven and come to an Anchor, for there is no danger if you keep off the Shore; there is Water enough on both Shores, but on the Eastermost you have 20 Fathom or more.

The Island of *Formentera*, lies about two Leagues and a half from the Southermost Point of *Ivica*, and the Southermost Point of *Formentera*, lies distant from the Haven of *Ivica* S. E. and by S, and S. S. E. five Leagues. The Southermost Point of this Island is high and even Land, and trendeth along downward to the Northward smooth and even; and on the North Point stands an old Tower. On the East, or N. E. part of the Island is a good Road, and good Anchor-ground, being also a fair bold shore, where you may Sail very near it without danger, the Ground being Sandy. But dangerous in regard of the *Turks*, because there is neither Castle nor Fort in all the Bay.

You may Sail betwixt *Ivica* and *Formentera*, but keep not too near *Ivica*; for from that South Point thereof lieth a shoal, which you must shun, and you will find about five Fathom water midway between the two Islands, and may discern the Ground plainly. You may with the Lead stand into three Fathom, or three Fathom and a half, without danger of either side; but the shore of *Ivica* is shallowest, and on *Formentera* standeth a high Tower.

When coming from the Eastward, and Sailing between *Ivica* and *Formentera*. Off the Point of *Ivica* lieth a little Island, a little to the Northward of the said small Island, is another Passage, or Entrance into *Ivica*; but there is not Water enough but only for small Barques. And on the S. W. Point of *Ivica*, standeth a round thick Watch-Tower.

Majorca.

From the Eastermost Point of *Ivica*, to the West Point of *Majorca*, the Course is N. E. and by N. and N. N. E. 10 or 11 Leagues.

About a mile from the West Point of *Majorca*, lies an Island, call *Dragonera*; you may Sail between the two Islands. On the said small Islands is a very good Fresh-water, and between the Islands is a good Road.

Six or seven Leagues from the Westernmost Point of *Majorca* S. E. lies a Point of Land, in which Bay lieth the City of *Majorca*; and beyond that Point lie three Islands, on the Eastermost of which standeth a Tower.

And a little beyond these Islands, is a great Bay, where standeth a four-square Tower, on which by Night they keep a Light or Fire; and it seemeth a kind of an Island on which this Light-House stands, but is joyned with low Land unto the Main.

To the Eastward of the Tower, or Light-House, beyond the Point there is a Haven, called *Porto Pin*, where you Ride with one Anchor to Seaward, and two Falls on shore, and no Wind whatsoever can hurt you.

Porto Pin

A little from thence lies the City *Majorca*, there is built a Head or Key before the Haven, between *Porto Pin* and *Majorca*. About Musket-shot from the Land lieth a funken Rock, on which there is about 12 or 13 Foot water.

On the Westside of the Haven of *Majorca*, stands an high white Light-House, you must stand in between the Light-House and the Haven; and being gotten well in, run right under the Key before the City: It's a great Bay, you may come to an Anchor within the Head in 10 or 11 Fathom water, it is good Clay ground. At the Eastermost part of the Key, is very good lying for flat bottomed Ships, having 12 or 13 Foot water.

On the South-side of *Majorca*, four or five Leagues towards the S. E. is a white Point of Land, on which stands a white Tower, and to the Southward of that Point, lies the Island *Cabrerera*.

F 2 From

From the City *Majorca*, to the Island *Caberera*, the Course is South and by East, five or six Leagues, and from the said white Point unto the Southermost Point, which looks towards *Caberera*, the Coast is S. E. two Leagues; and between them is a fair Coast and sandy Ground, where you may make good Road in 12 or 13 Fathom, being several Bays the shore along. If you would go for *Porto St. Pedro*, or to the N. E. end of *Majorca*, then Sail between the Southermost Point of *Majorca* and *Caberera*, being about a League and half over from one Island to the other; the depth of Water about 15 Fathom. You may stand over to the Point, till you come into seven Fathom water, being very good clear Ground, without danger.

The Road
Caberera.

On the West-side of *Caberera*, under the North Point is good Riding, in Easterly and North-East Winds.

Three or four Leagues beyond the South Point of the South-East side, lies *Porto St. Pedro*, where you must Sail mid-way between the Points; on the Lar-board side stands an old ruined Tower. And when you are in, you lie that no Wind can hurt you except S. E. which blows right in; the place is in breadth about Musket shot, and reacheth inward North-West: six or seven Ships may lie there very well. The South Point is somewhat slight, but very even Land, but up the Country are Mountains and Hills.

From the South Point to the Eastermost Point, called *Cape de Pedro*, the Coast trendeth North-East, and then N. N. E. All this South-East side is a fair Coast, by which you may safely Sail without fear, there are several good Bays, where there is good Riding, for Westerly and Northerly Winds.

Minorca.

From the North part or Point of *Majorca*, called *Cape Formentera*, unto the South Point of *Minorca*, called *Cape Bajolis*, the Course is North-East seven Leagues.

Port
Maon.

The South Coast of *Minorca* reaches W. N. W. and E. S. E. about eight Leagues. On the S. E. side of *Minorca*, is a fair Haven or Harbour, called *Port Maon*; and on the South of this Haven lies a little Island, called *Lair de Maon*. You may Sail between the two Islands, and on the Point over against this small Island, stands a round white Tower, and N. E. of this Point right opposite, stands a Tower on another Point. Both these Points are low Land, and S. W. off from this Tower, lies a Rock under water. There lies a Castle right against the Haven, and the Haven reaches N. W. above a League, or N. W. and by N. trending inward. You may Anchor any where thereabouts, for there is good Ground, and 10, 12, and 15 Fathom water.

When you come into the narrowest place, you may then throw a stone on shore of either side the Haven: it is stony Ground, and on the Starboard side, it is full of small Islands. The Town lies to the Westward of the Point, and is like to a Castle very strong; the West-side is very stony, that you may lie with a Ship against the shore. On the S. W. side of *Minorca* is a Bay, called *Cittadella*, there is good Riding near to the white Tower.

Citta-
della.

On the North side of *Minorca* lies a Haven, called *Porto Fernela*, on the East-side whereof lies a little Mountain; Sail in with it till you come to a low Island, where you may Anchor in six or seven Fathom water, at the entrance in you have about fifteen Fathom.

Among these Islands are more Havens and Roads,

but at several places you are not safe from the *Turks*, for few of them are guarded either with Castle, or Fort.

Fourteen or fifteen Leagues N. E. from the S. E. end of *Minorca*, lies a shoal of Craggy Ground, about ten or eleven Foot under water.

Courses from Place to Place

From *Cape St. Martin*, to *Cape St. Antonia*, the Course is N. W. 2 leagues
Denia lies a League past *Cape St. Antonia*, and from *Denia* to *Candia*, the Course is N. W. 5 leagues
 From *Denia* to *Gallera* N. N. W. 7 leagues
 From *Gallera* to *Grao*, before *Valentia* N. N. W. 4 leagues
 From *Cape St. Antonia* to *Valentia* N. N. W. 12 leag.
 From *Valentia* to *Peniscola* N. N. E. 15 leagues
 From *Cape Orpesa* to *Peniscola* N. E. by N. 4 leagues and a half.
 From the *Alsaques* of *Tortosa* to *Taragona*, N. E. and by E. 11 leagues
 From *Taragona* to *Barcelona* N. E. and by N. 12 leag.
 From *Barcelona* to *Cape Dragon* N. E. and by E. 16 leagues
 From *Cape St. Martin* to *Mont Callibre*, N. and by E. 22 leagues
 From *Cape St. Martin* to *Cape Dragon* N. E. and by N. Northerly 62 leagues
 From *Cape Dragon* to the Bay of *Rosas* N. and by E. 2 leagues
 From *Cape Dragon* to *Cape Greos* N. and by E. 10 leagues

Thwart Courses from these Lands to other Places.

From *Cape St. Martin* to the Westermost Point of *Ivica* E. Northerly 8 leagues
 From *Cape St. Martin* to the S. W. Point of *Formentera* E. and by S. 14 leagues
 From *Cape Dragon* to the West Point of *Majorca* S. S. W. Southerly 40 leagues
 From *Cape Dragon* to the North Point of *Minorca* S. and by E. 30 leagues
 From *Cape Dragon* to the Island of *Eres* N. E. and by E. 38 leagues
 From *Cape Dragon* to *Livorno* E. N. E. 35 leagues
 From *Cape Dragon* to *Marcellia* N. E. and by N. 36 leagues
 From *Cape Dragon* to the Point of *Reuela* in *Corfica* E. and by N. 60 leagues
 From *Cape Dragon* to the Golf *Anisin* in *Corfica* East 60 leagues
 From *Cape Dragon* to the Island *Azinara* at *Sardina* E. and by S. 63 leagues

The several Courses from *Majorca*.

From the West Point of *Ivica* to the North Point of the same N. and by E. 4 leagues
 From the North Point to the East, E. N. E. 7 leagues
 The S. E. side of *Ivica*, lieth along N. E. and S. W. 8 or 9 leagues
 The Southermost Point of *Formentera*, and the West Point of *Ivica*, bear S. E. and N. W. 7 leagues
 From the East Point of *Ivica* to the West Point of *Majorca*, or to the Island *Dragonera* N. N. E. Northerly 10 leagues and a half

From

From the North-side of *Majorca* to Cape *Formentera*,
E. N. E. 16 leagues
The N. E. side of *Formentera* to Cape *la Pedro*, S. S.
E. 7 leagues
From Cape *la Pedro* to the Island *Caberera*, S. W. and
by S. 13 leagues
The S. W. side of *Majorca*, trends N. W. and by W.
and S. E. and by E.
From Cape *Formentera* to Cape *Bajollis*, being the N.
E. Point of *Minorca*, the Course is E. N. E. 7 leag.
From Cape *Bajollis* to *Porto Fernella*, W. 5 leagues
From Cape *Bajollis* to the S. W. Point of *Minorca*,
South 4 leagues
From the S. W. Point of *Minorca* to the S. E. Point,
the shore lieth along E. S. E. and W. N. W. 8 leag

From the East Point of *Formentera* to the Island *Cá-
berera*, Course is N. E. and by E. Easterly, 16 leag.
From the East Point of *Ivica* to *Cáberera*, due East,
11 leagues
From the East Point of *Ivica* to *Dragonera*, or the
West Point of *Majorca* N. and by E. 10 or 11 leag.
From the West Point of *Majorca* to Cape *Dragon*, N.
N. W. Notherly, 40 leagues
From the West Point of *Majorca* to *Mon:e Collibre*, W.
and by N. Westerly 16 leagues
From the N. E. Point of *Minorca* to Cape *Dragon*, N.
and by W. 28 leagues
From *Minorca* to the Islands of *Eeres*, N. N. E. 60 leag.
From the Island *Formentera* to the North-end of *Sar-
dimen*, E. N. E. 70 leagues
From the South-end of *Minorca* to the North-end of
Corfica, N. E. 64 leagues
From the South-end of *Minorca* to the South-end of
Sardimen, E. and by S. and E. S. E. 48 leagues
From *Ivica* to *Algier*, S. E. and by S. 40 leagues
From the Island *Formentera* to Cape *Palos*, S. W. and
by W. 30 leagues
From *Ivica*, or *Formentera*, to *Allicant*, W. Southerly,
18 leagues

**The Thwart Courses of the Islands,
Ivica, *Majorca*, and *Minorca*.**

From the S. W. Point of *Ivica* to Cape *St. Martin*,
W. Southerly 8 leagues
From the S. W. Point of *Formentera* to Cape *St.
Martin*, W. and by N. 14 leagues

*Here followeth the Making of these Lands, and how
they Appear at Sea.*



In this wise doth Cape *St. Martin* appear, when it lies N. W. and by N. from you, and distant about six Leagues.



In this manner doth Cape *St. Martin* appear, when you are so near the low even Land, that you can discern
it, that whereon the Light House standeth, when it bears N. W. from you, and distant five Leagues.
Then bears the West Point of *Ivica* N. E. and by E. from you, about four Leagues ;
then may you see another Island West of it, shows it self
white, and makes as followeth.



In this manner appears the West Point of *Ivica* N. E. and distant from you four Leagues, when
Cape *St. Martin* bears N. W. from you, five Leagues off. In this manner appears
Cape *St. Martin*, when it bears W. N. W. 7 or 8 Leagues from you.

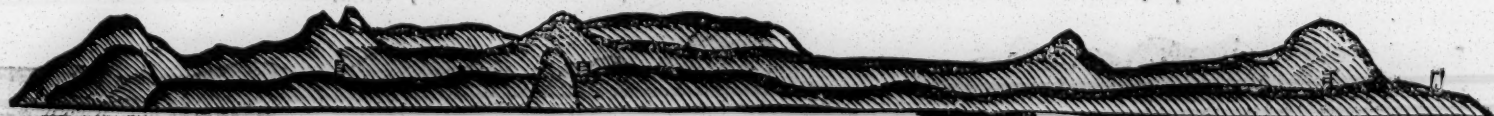
Cape *St. Martin* bearing W by N. distant four Leagues, doth appear as in the last.



Cape *St. Martin* bearing W. N. W. distant four Leagues, shows it self after this manner.



When Cape *St. Martin* bears N. and by W. and N. N. W. about four Leagues from you, it shews it self on this
manner ; but being a good distance off, you cannot see the outermost low Land.



Cape *St. Martin* when it bears N. W. from you, appears thus.



In this manner appears the Land about Cape *St. Martin*, when it bears West about two Leagues off. Cape
St. Antonia lies then W. N. W three Leagues from you, and the high Mountain called the *Sugar-Loaf*,
lies

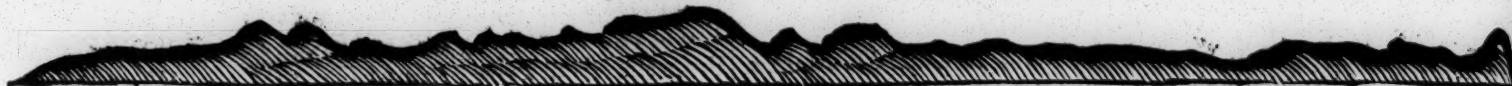
lies W. and by N. The Mountain here at the South-end marked A, seems then to be an Island, and lies then from you S. W. and by W. three Leagues. There is good Riding on both sides, on one side for a North, and on the other side for a W. and W. S. W. Wind, and all good sandy Ground.



When Cape *St. Martin* lies S. W. and by S. distant four Leagues, it appears thus, with the Land to the Northward of it, in this and the following Figure. Cape *Antonia* lies then S. W. and S. W. and by W. about three Leagues distant, and the high Mountain S. W. and by W. and *Denia* W. S. W. Westerly. By the letter S lies *Xeaba*, there is a good Road.



This belongs to the foregoing, the Crosses must be joyned together. Next the Mountain bearing W. N. W. lies *Olivia*; alongst this Coast is good Ground.



In this manner appears Cape *St. Martin*, when it bears S. W. and S. W. and by S. about ten Leagues distant from you, the E. Point of *Ivica* lies then E. S. E. and the W. Point S. E. and by S.



In this manner appears Cape *St. Martin*, when it bears S. W. and S. W. by S. about ten Leagues from you. The East Point of *Ivica* bears then E. S. E. and the West Point S. E. by S. from you. And being more Northerly shows it self thus.



When you sail between the Main and Mount *Gallibre*, then the Islands or Rocks appear thus. When the greatest Hill bears E. S. E. distant four Leagues off, then are you about three or four Leagues from the Main, which shews it self double; and up-land is a high Hill W. N. W. from you, which may be easily known.

In this manner appears the Hill, lying W. N. W. from you, as you sail between Mount *Gallibre* and the Main.



In this manner appears the aforesaid Hill with the Land to the Northward of it, and bearing W. N. W. from you, the Islands of *Monte Gallibre* between you and the Main, and then they seem low against the Hill, and are then N. N. E. 24 Leagues from Cape *St. Martin*.



When the aforesaid sharp Hill bears W. and by N. from you, and the other Point which followeth here under and reacheth to *Tortosa* N. W. and by N. and then the Land appears in this manner, and then the Rocks of *Monte Gallibre* bear West of the high sharp Hill, which you may see above all, with the East Point of *Majorca* also.



This is the following part of the last parcel of Land which reacheth to *Tortosa*.



When the aforesaid sharp Hill bears N. W. and N. W. and by N. distant eight or nine Leagues, it appears with the Land to the Northward of it, thus.



When this high Mountain with the two round Hill bear N. W. and distant three Leagues, it shews thus, and then *Barcelona* bears East from you. This Mountain lies up-land, and may be seen ten or twelve Leagues off as you sail along shore, and then other high Land hides it from you.

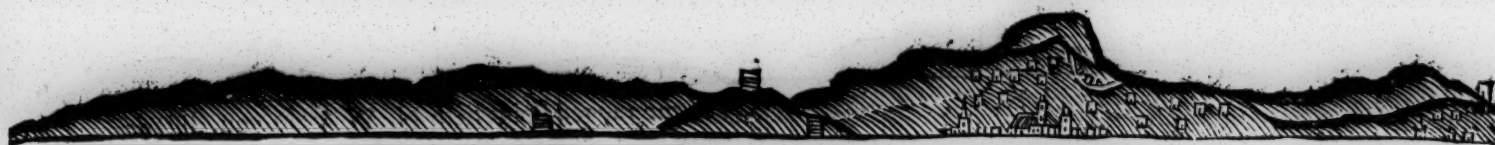


When you are between *Teragona* and *Barcelona*, this Mountain or Hill bearing N. W. the Land appears thus.

This



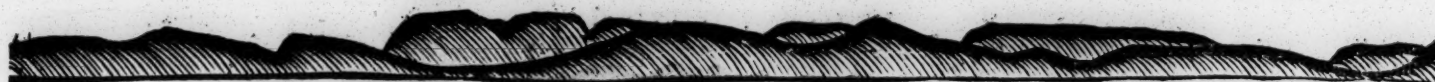
This belongs to the last part or parcel of Land, the Crosses joyn'd together.



Barcelona bearing N. W. and by W. from you, shows it self thus.



The Land from *Barcelona* to *Cape Dragon*, appears as in this and the three next following Figures, when the West Point bears W. and by S. and the East Point N. and by E. and distant five or six Leagues.



This belongs to that above, the Crosses must be joyned together.



This belongs to that above.



This belongs to that marked A.



When *Cape Dragon* bears North, distant ten Leagues, it shews thus.

When *Cape Dragon* bears N. W. five Leagues distant, it shews thus.



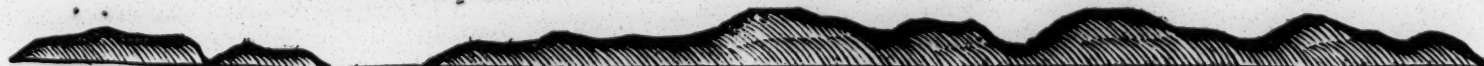
Thus appears the Land to the Westward of the Cape, the Cape bearing N. W. by N. distant six or seven Leagues.



When *Cape Dragon* bears N. W. distant three Leagues, it shews thus.



When coming from the Eastward, and sailing Southward about *Ivica*, the *Spanish Coast* shews it self thus, you being distant 16 or 18 Leagues. The Eastermost Land you then see, is *Cape St. Martin*, and the other is the high Land to the Eastward of *Allicant*.



Thus appears *Ivica* when it bears N. E. and distant five or six Leagues.



When *Ivica* bears N. E. and by N, and distant seven Leagues, it shews thus.


The East-Point of *Ivica* shews thus, when it bears West, Notherly.



Thus the Island *Formentera* shews it self, when the West-Point bears North, and distant five Leagues. And the East-Point N. E. by N.




In this manner appears the Island of *Formentera*, when it bears N. and by W. then *Ivica* lies on the East-side of it, in form as you see; the round Hills being to the Northward of you, and close to *Formentera*.




Thus appears the Island *Formentera*, bearing from you W. by N. distant six Leagues.

Thus appears *Formentera*, when the West-Point bears N. W. by N. and the Eastermost N. N. W. Northerly.




When *Formentera* bears N. N. W. it shews it self thus.


When the ragged Point lieth N. W. from you, distant two Leagues, thus shews the Island.




When the West part of *Ivica* bears West by South, and the Eastermost W. N. W. it shews it self after this manner.




When *Ivica* bears S. S. W. and S. W. by S. from you, it appears thus.




When the North-tide of *Ivica* is distant from you about four Leagues, and bears W. and by S. and the E. part three Leagues S. W. and by S. then it shews thus; but when more Sotherly, then the low Point marked A, is the outermost land, and the blough Poynt shuts it self in, and cannot be seen.



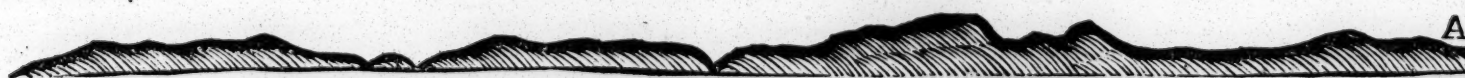
When the E. Point of *Ivica* bears S. W. by W. and W. S. W. it shews thus. When coming from the Eastward, and *Ivica* bearing S. W. by S. 8 or 9 Leagues, it shews Hilly like Islands, and the S. E. side may be first seen; therefore you may go either to the Northward or Southward of it.




When *Ivica* bears S. S. E. and S. by E, and distant five or six Leagues, thus it shews.




This belongs to that above, the following part thereof.




When the East-part of *Ivica* bears S. E. from you, and the West-Point S. E. by S. then it appears as in the Figure here, and the next following.




This belongs to that above, joyn the Letters A A together.




When the West-end of *Majorca* lies N. N. E. and N. E. by N. distant four Leagues, then it's thus. Then the Land to the Eastward hath a great Bay, and in that Bay lieth the City *Majorca*. And that low Land that seems to lie off from the Bay, will soon be shut in or hidden, when you sail to the Northward. The Mountain that seemeth to stand alone, at the Eastermost end, as is set down in the following Figure, is the South Point of *Majorca*.



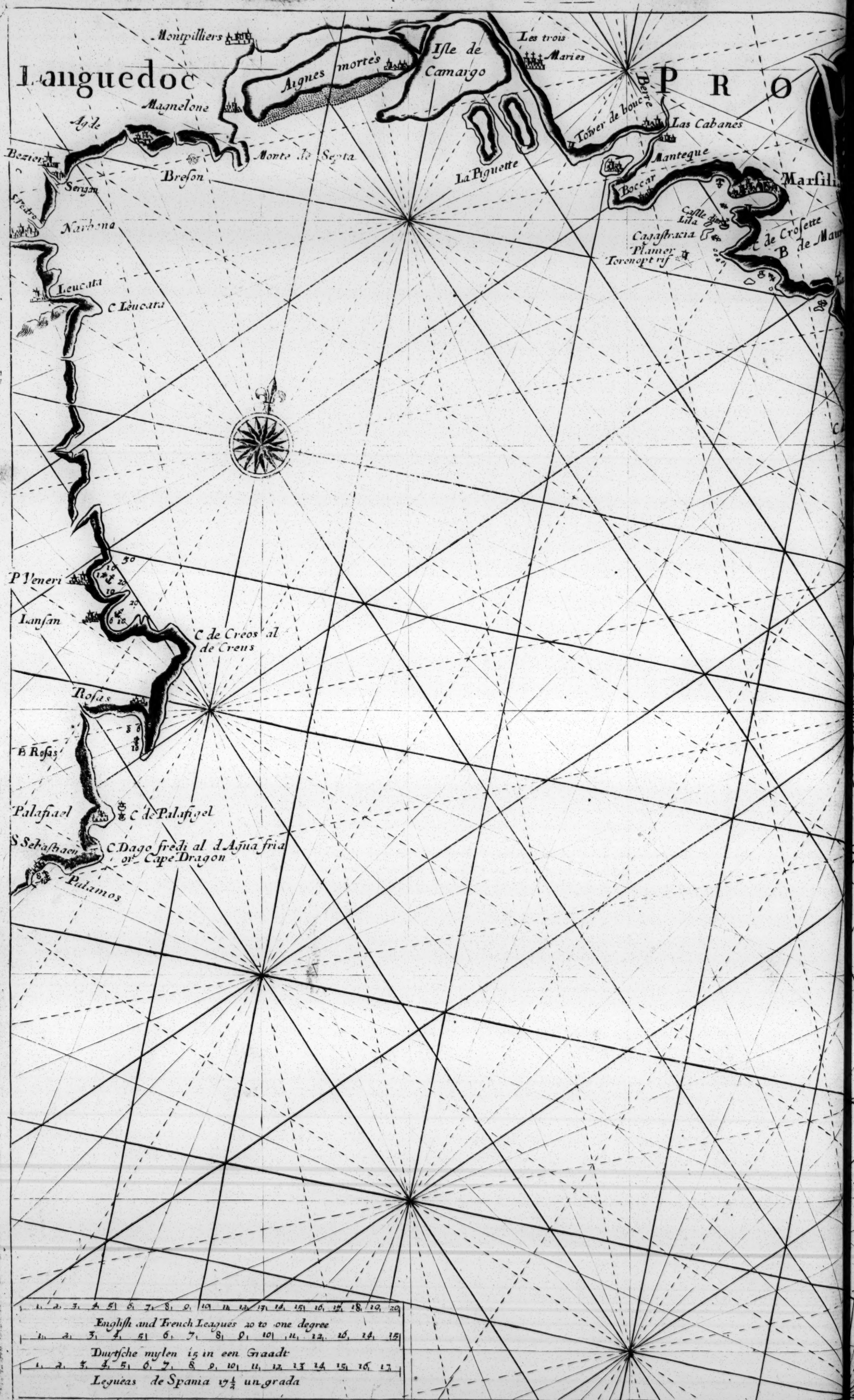
This belongs to that above, the Crosses must be joyned together.

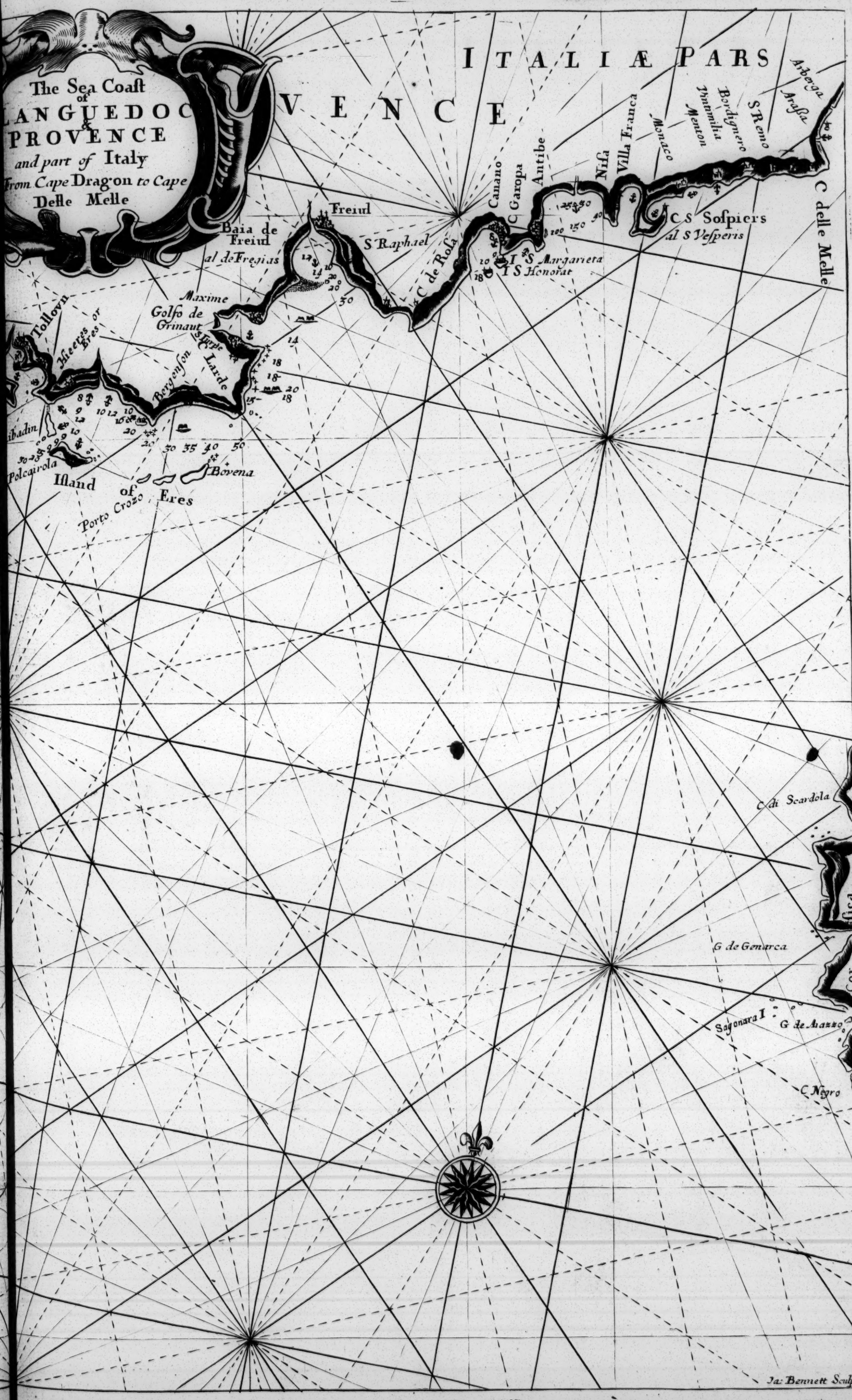


In this manner appears *Majorca*, when the West-end lies N. E. from you.



In this manner *Majorca* shews it self when you lie before the Bay, in which the City lieth; the City then being about two Leagues distant.





The Sea Coast
of
**LANGUEDOC
PROVENCE**
and part of Italy
from Cape Dragon to Cape
Delle Melle

I T A L I A E P A R S

V E N E C I A

Arborea
Argia
S. Remo
Borghetto
Menton
Villa Franca
Nisa
C. delle Melle

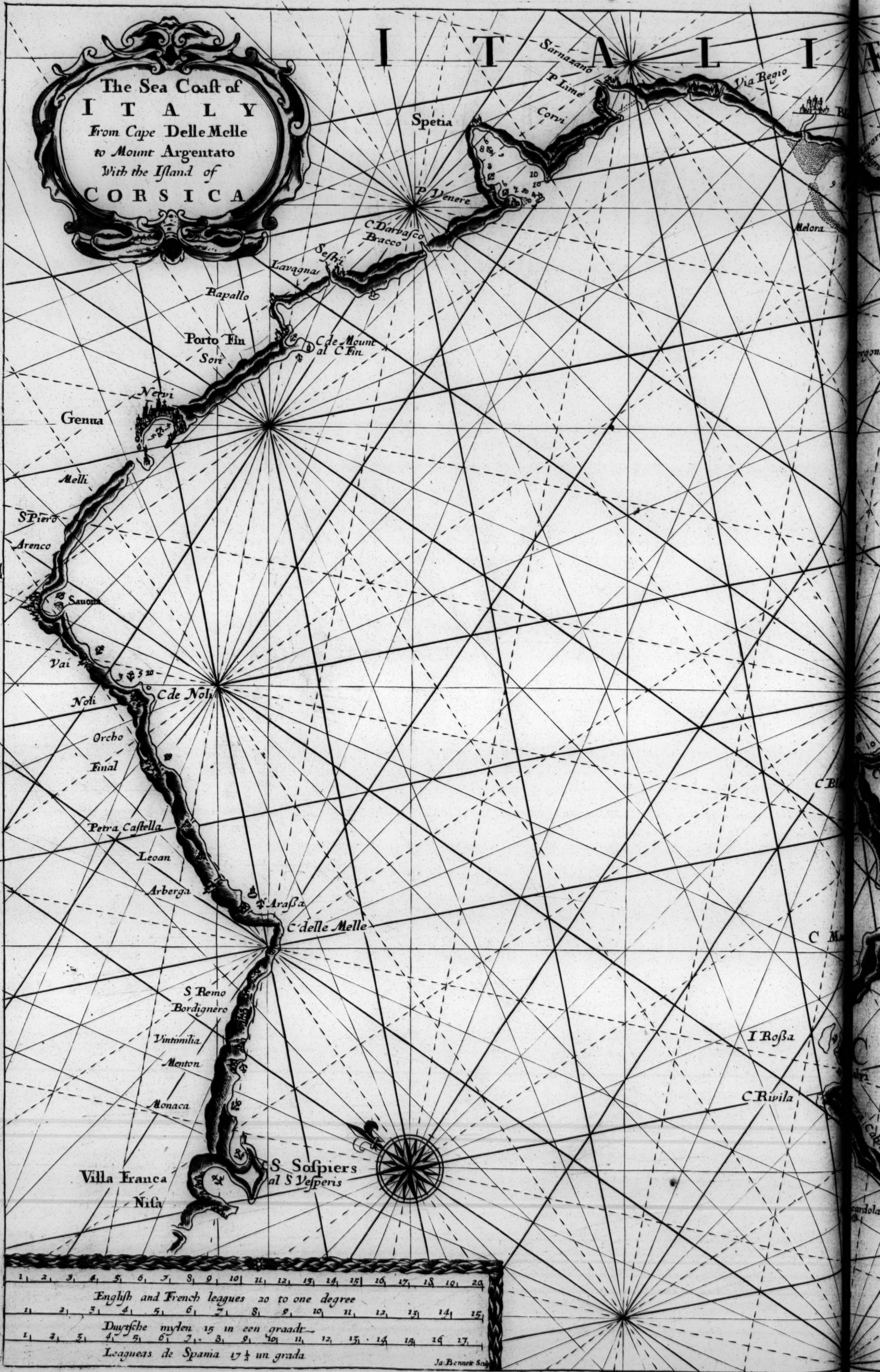
Tolovon
Maxime
Golfo de
Grimaut
Borjesson
Larde
Bovena
Island of
Porto Crozo
Eres
Polcairola

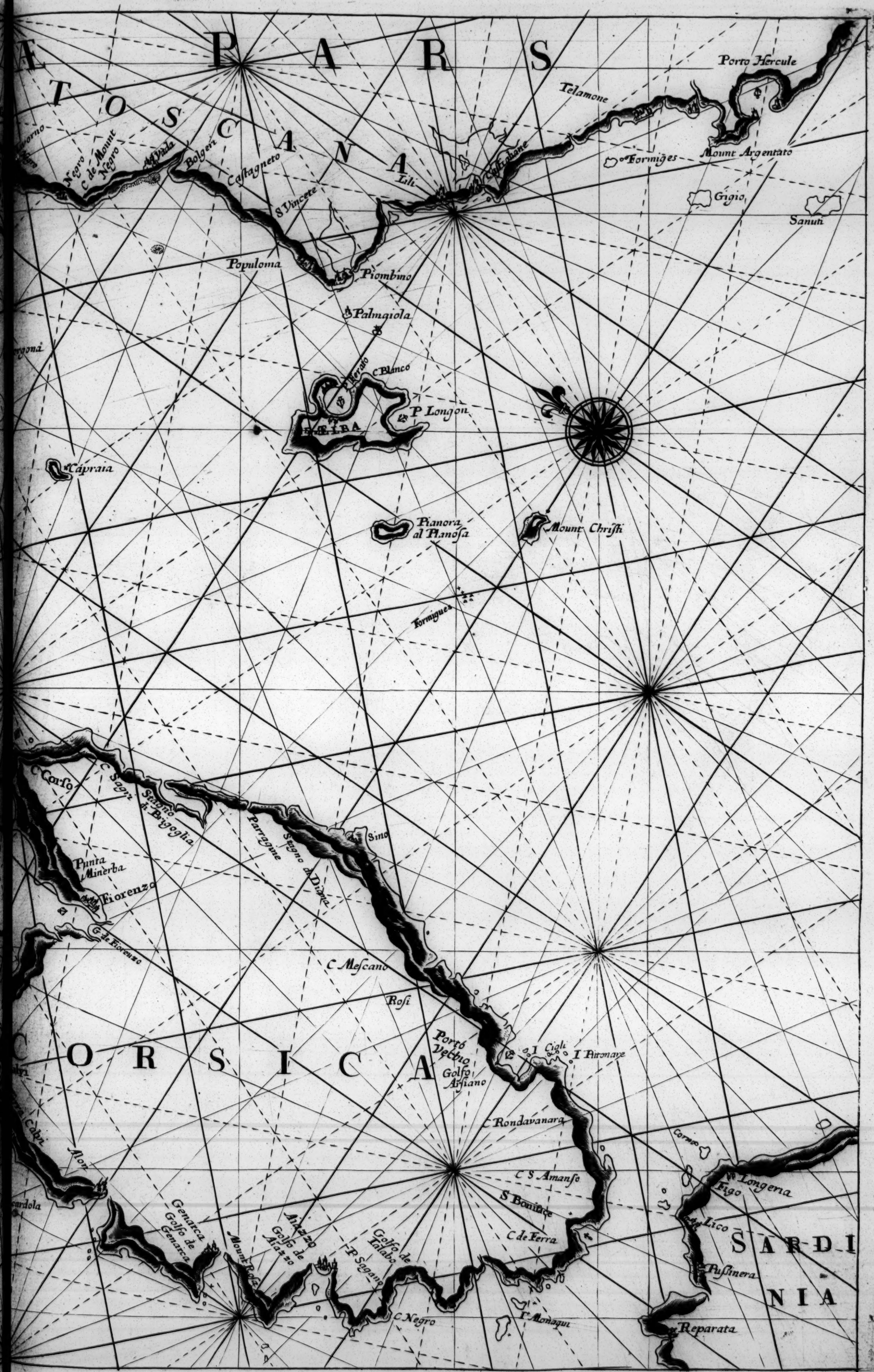
Freiul
S. Raphael
C. de Rofa
Canano
Garopa
Antibe
S. Sospier
al S. Vesperis
S. Margarita
S. Honorat

C. di Scardola
G. de Genarica
Sagonara I.
G. de Anazzo
C. Negro

Ja. Bennett Sculp.

The Sea Coast of
I T A L Y
 From Cape Delle Melle
 to Mount Argentato
 With the Island of
C O R S I C A





In this manner the Island *Caberera* (on the South-Point of *Majorca*) shews it self.

When the West Point of *Majorca* beareth E. 8 or 9 Leagues off, then thus.

In this manner appears the West-end of *Majorca*, when it lies E. by S. and E. S. E. seven Leagues off.

In this manner appears the West-end of *Majorca*, when it lies S. E. by S. distant six or seven Leagues.

In this manner appears *Majorca*, when it lies S. S. E. nine or ten Leagues distant.

Thus doth *Majorca* show it self, when the East-end bears E. by N. and the West-end S. E. by E. distant four Leagues.

In this manner appears *Majorca*, when you are on the West-side about six or seven Leagues distant, the East-end bears then East, and the West-end S. S. W. then may you see between the Point and *Dragonera*.

In this wise doth *Majorca* shew it self, when the East-end bears S. E. by S. and the West-end South, distant eight Leagues.

In this manner doth *Majorca* appear, when the East lies E. S. E. and the West-end S. by E. distant four Leagues, then may you see upon the Deck the two Rocks that lie at the West-end.

On this wise lies *Majorca*, when the East-end bears South, distant six Leagues, and the West-end S. E. seven Leagues, then may you see two Hills lie West of the Main Land.

Majorca appears Hilly, when it bears S. W. and so far that you can but just see it.

In this manner shews *Caberera* at the South-end of *Majorca*, bearing W. by N.

When *Majorca* is distant six or seven Leagues, it shews thus.

The Coasts between Cape Creos, and Cape Delle Melle, with the Islands of Corsica, and Sardinia.

Cape
Creos.

To the Northward of Cape *Creos*, lies a good Road, called *Lanfon*, where you may Anchor in six, eight, nine, or ten Fathom water; and a little more Northerly is another good Road, or Bay, where in six, seven, or eight Fathom, there is good Anchoring.

In most places on the West-side, or Coast of the Gulf of *Narbona*, it is all over good Anchoring, from Cape *Creos* to *Narbona*.

Narbona.

In this Gulf of *Narbona*, or near it, between Cape *Dragon*, and the *French Islands*, runs such a Sea, as is admirable; insomuch, that when it blows hard, the

Sea runs so high, and short withal, and breaks and flies so fearfully, that it's terrible to behold; yea, and sometimes so forcible, that it oversets Ships; but what the cause is, is not yet known.

From Cape *Dragon*, unto *Marcellia*, the Course over the Gulf of *Narbona*, is N. E. by N. thirty six Leagues.

About two Leagues from the Land of *Marcellia*, lies a Rock upon which standeth an old Tower, which is a good Mark to know *Marcellia* by.

Marcellia.

H

If

If you intend for *Marcellia*, and the Wind Westerly, then go to the Westerly, but if Eastward, then go the Eastward of the said Rock, and then steer away North for *Marcella*, it lying in a Bay very wide: In which Bay lieth three Islands, called *Gagastracia*, *Lilla*, and *Castel Ditto*; this last is the smallest, the other two lie close together. Towards the East shore and City, standeth a Castle and Windmil.

You may Sail on both sides of *Gagastracia*, and *Lilla*, and also between them both, it is all fair and good Ground, and on the West-side it's very broad. Between *Castle Ditto*, and *Lilla*, nearest the last is good Anchoring, in seven, eight, or nine Fathom water.

But the French commonly Anchor between *Gagastracia*, and *Lilla*, they count that the best Rode; there you lie in about eight Fathom water, with two Anchors to Seaward, and a Fast on shore, on the Island of *Lilla*.

Between *Castle Ditto*, and the Main, or the East shore, you may sail to the City, but midway between it and the City lies a sunken Rock; but between *Castle Ditto*, and the two other Islands, is the best Passage.

To the Eastward of *Castle Ditto*, lies two Islands more, close to the shore. You may sail between them and the shore towards the City, where when you have least, you have five Fathom water.

When you come before the City, you must Anchor by the Tree, and so warp into the Haven; at the entrance you have no more than twelve foot Water, therefore great Ships must Ride between the Islands in six Fathom water, and there Lighten your Ship before you can go in. On the S. E. side of *Gagastracia*, is a Haven, in which may lie four or five Ships; you must lie on the North-side of the Haven with an Anchor to Seaward, and two Fast on a Rock.

Under *Castle Ditto*, you may Anchor likewise; but if it happen that you cannot get into the Haven of the Town, nor under the Island, by reason of foul Weather, then you may go to the Northward, or Westward of all the Islands, and Anchor to the Northward of the Haven of the City, in nine or ten Fathom good sandy Ground.

The Castle of *Marcellia*, stands on a high Mountain, to the Southward of the Town, or City. The Land to the Westward of *Marcellia*, is all fair and even, till you come to *Boccar*.

From Cape *Gruseta*, being the East, or South-Point of the Bay of *Marcellia* unto *Lacita*, the Course is S. E. Three or four Leagues before *Lacita*, is an Island, called *Aquille*; you may sail on both sides of it, and Anchor behind the same in ten Fathom; the Course in, is N. E.

Those that sail in to the Westward of the Island, must take heed of a dry shallow place between the West-end, and the Island, where is but two Fathom water; therefore you must sail nearest the Main, till you come within the Island, then run Easterly, and com to an Anchor near the Island; and if your Ship draw not too much water, you may Anchor behind the Head of the Town, where you have fourteen Foot water.

East of *Lacita*, lies a little Town called *Senary*, where is good Road for little Ships, in Easterly and Northerly Winds, but a Southeast Wind causeth a Sea.

From *Marcellia* to Cape *Toloun*, the Course is E. S. E. Southerly, and distant ten Leagues.

If you desire to sail into the Haven, or Harbour of *Toloun*, coming from the Westward, then sail close to the Westernmost Point, and then the Harbour lieth N. When you come within the Westernmost Point, there is a shoal off from it, therefore you must go further into fifteen or sixteen Fathom, where you lie sheltered from all

Winds; but if you desire to go to the City, then the Point whereon the Castle stands, is to the Northward of you, and being past the West Point, to which you may sail, (but there reacheth another Point, about Musquet-shot off, which you must shun, and Sound as you go) when you are past the Point of the Castle, stand away for the Town, and Anchor where you please, it being all soft muddy Ground; such as would Anchor there, were best to carry one Anchor on shore.

There also runs a River by the Town, where into you may sail: But before the Town, is the Place where they Load and Unload. The Passage to *Toloun*, is wide and good Anchor-ground, on the Easternmost side is good Anchoring with Easterly Winds. Cape *Toloun* is a round Point of Land, being higher than the Island of *Eres*, to the Eastward of the same, by which it is well known.

To the Eastward of Cape *Toloun*, are the Islands of *Eres*, being five in number; the Westernmost nearest *Tolon*, is called *Robadin*, the next *Polcoirola*, the Easternmost is *Bovena Bononia*, and that which is most Westerly is *Porto Grofa*. The Island *Robadin*, is joyned to a dry Cliff near to the Main Land, so that you cannot sail between the Island and the Main. On this Island standeth a Castle, and on *Polcoirola*, on the North-side, stands a Church, which may in Sailing on the South-side be seen.

Betwixt *Robadin* and *Polcoirola*, you may sail without danger; but near this last, lies a blind Rock or two, which you must shun.

This Haven, and the Rode before *Eres*, lie N. N. E. and S. S. W. distant two Leagues, you may sail near either side without danger, and Anchor as well under *Robadin*, as *Polcoirola*, or any where, for it's all good Ground.

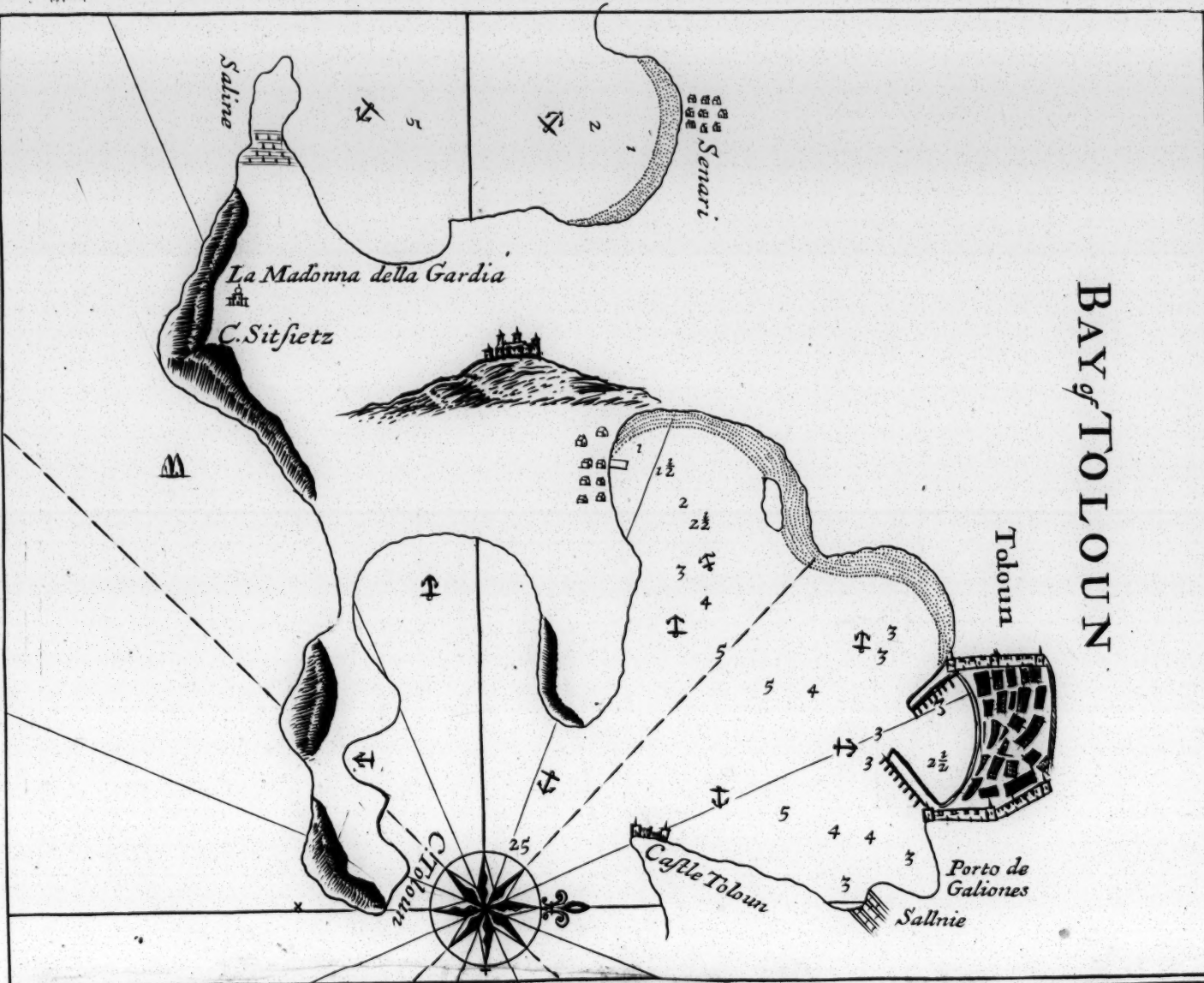
East of *Polcoirola*, is likewise a Water large and wide, where you must sail in North, then the Road of *Eres* bears N. W. Northerly, two Leagues from you; betwixt *Porto Grofa* and *Bovena*, is safe sailing.

Those that in coming from the Eastward, desire to sail between the Islands of *Eres*, must in regard of the Rock that lies East, from the Easternmost Land called *Bovena Bononia*, and just above Water as big as a Boat, you must shun the same; being gotten within the Easternmost Island, run West in, then doth the Rock lie on your Larboard side, coming to the second Island called *Porto Grofa*. On the West of it stands a Castle, and over against this Castle stands a small Island, where is a Haven; you may Anchor there before the Castle. Next the second Island towards the Main Land, lies a black Rock above Water, behind which is good Anchoring under the Main Land in seven or eight Fathom water. And the Cape *Berganson*, to the Eastward off from it, lies a black Rock close to the Main, where the Barques and *Tatans* sail throw; due West of Cape *Berganson*, lies a small white Island, on which stands a great Castle, called *Berganson*, from which the Cape derives its name: West along from this Castle is good Ground till you are past *Eres*, you may Anchor any where in four or five Fathom. The fifth is not an Island, but is joyned to the Main, but when you are near Cape *Berganson*, it seems to be an Island; it's a low green Land having three Trees on it, and an even smooth Land. In this small Road within the Land, is a Water, which reacheth from the Main to this Island; this Place is very like to *St. Panns*. On the fourth Island stands a Castle, which you sail by in going in. And on the fifth Island, to which the low Land is joyned, stands a Castle also. Betwixt the fourth and fifth Island, there lies another small Island, which makes the entering of the Haven. Betwixt this and the fifth, the Barques and *Tatans*

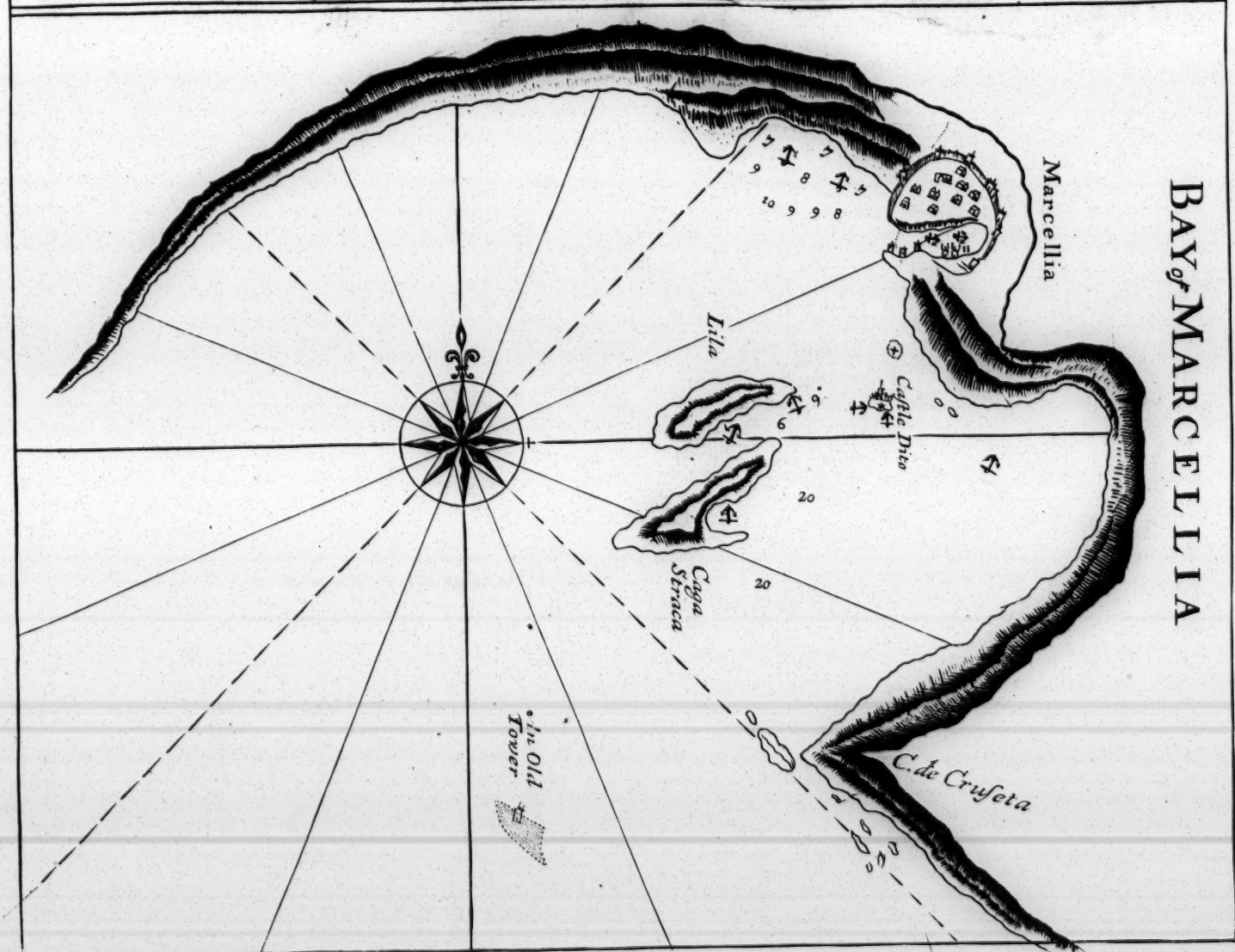
Castle
Ditto.

The Ca-
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Marcellia.

BAY of TOLOUN



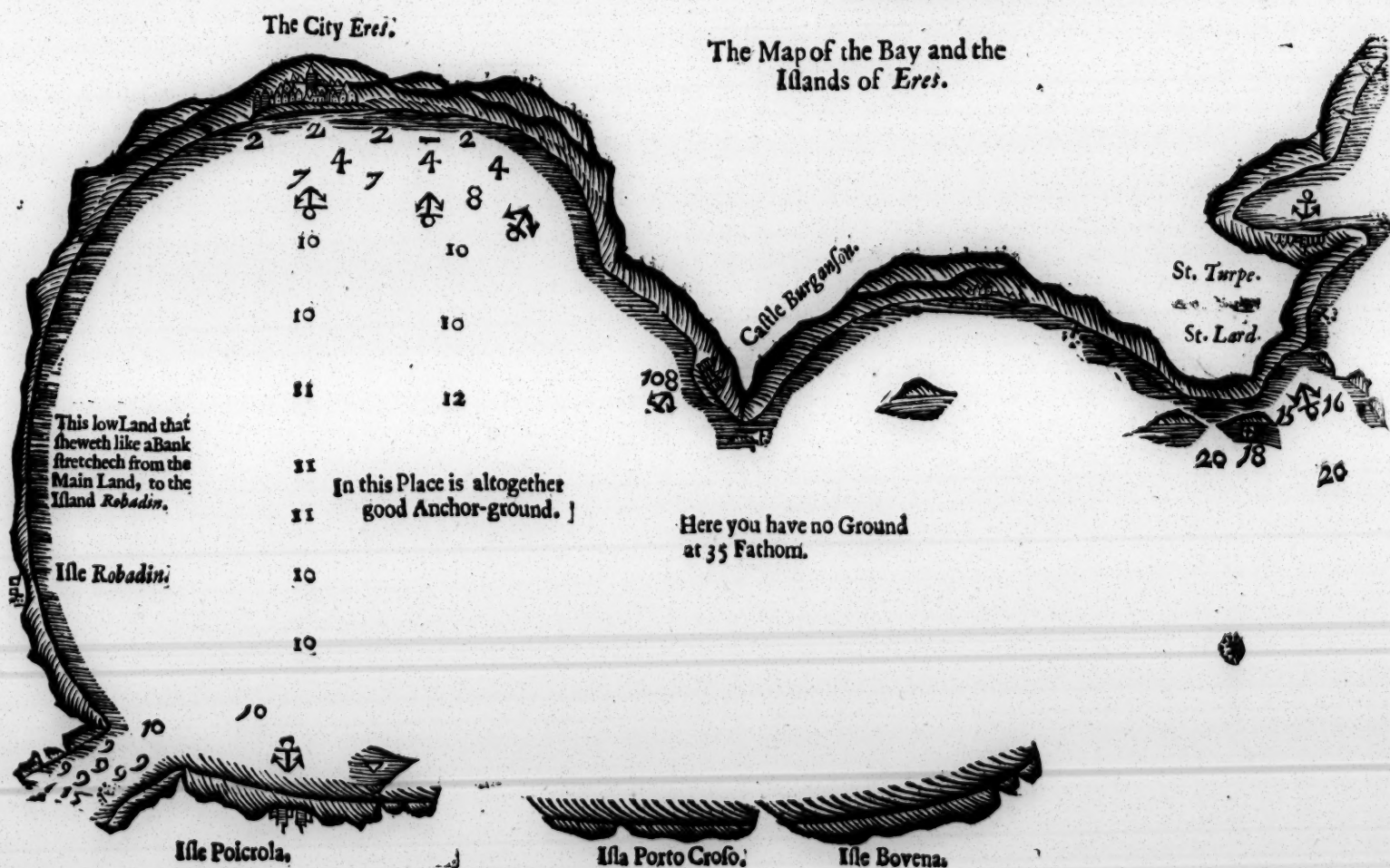
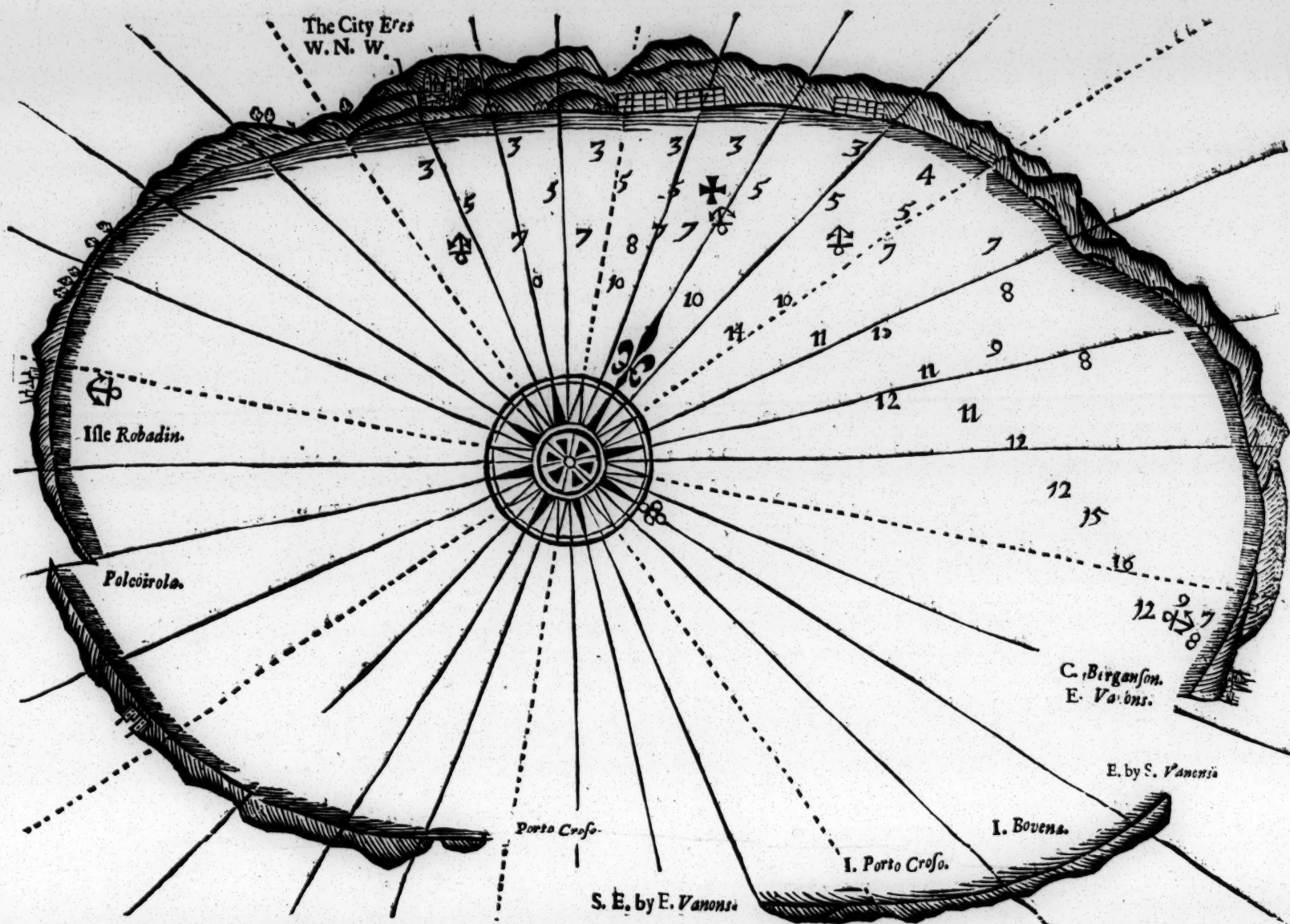
BAY of MARCELLIA





Tatans sail through; and there lies between these, without West by North; and from within about some little Hills. Unto Cape Toloun, the Course is West; within it is wide and deep, till past the third Island; but coming near the fourth it's shallow, as is Described in the Map.

When you lie in the Road before Eres, near where the Crofs stand; then the Bay and the Islands appear thus.



From Cape *de Lard*, unto the Point on which the Castle of *Berganfon* stands, the Course is W. S. W. four Leagues; in the Passage it's very deep, but when past the Point, you may Anchor to the Westward of the Castle in ten, twelve, or fourteen Fathom, and is a good Road for E. or *Levant*. From the Castle *Berganfon* to the Road of *Eres*, the Course is West, Notherly two Leagnes.

You may Anchor before *Eres*, either above or below the City, in four, six, or ten Fathom water; in ten Fathom you lie half a League from the shore, it's all good Anchor-ground.

When coming from the Eastward, and past the Point of *Berganfon*, then the City *Eres* lies against a Mountain, or Hill; you may also see the salt Mountains lie against the Water-side, with a few Houses. At these Places is very little Lading, or Trading, saving Salt, which is made there every Year.

These Islands of *Eres*, lie over the Golf of *Narbona*, or *Marcelia*; it is the first Land that is seen coming over the Gulf.

From the East-end of *Boven*, which is the Eastermost of the Islands of *Eres* unto Cape *de Lard*, the Course is N. N. E. Easterly; on Cape *de Lard*, stands a Fire-Tower. This Cape is the West Point of the Bay of *Freivul*; N. by E. six or seven Leagues between these two, lies *St. Torpe*, in a great Bay.

About half a League East of this Cape *de Lard*, lies two or three Rocks, but you may sail between the Rocks and the Main Land.

If you will sail from Cape *de Lard* towards Saint *Torpe*, then keep the West shore on board, either with-in or without the Rocks, as you think fit; without the Rocks you have fifteen, eighteen, and twenty Fathom water, and more Westerly towards the Islands of *Eres* it's deeper; due North of the Cape, is a fair and large Creek, or sandy Bay, there is good Road in N. W. and S. W. Winds. As you sail along this shore, you shall see to the Northward a crooked Point, and close behind this Point runs a great Creek into the Land, called the Gulf of *Grimault*; when you sail by, and this Point bears S. W. from you, you may see the City, it lies not far from the Point at the Water-side; and near it on a high Hill stands a Castle, and over against it lies another Castle, or Town, called *St. Martin*.

When you are past *St. Turpe*, and would go into the Bay of *Freivul*, you may see more Rocks, the which you must leave on the Starboard side; if you would go to the Westward of them, keep the West shore on Board, till you have the Bay open, you may then see two small Islands more, near the East shore, called *les Lyons*, the one is close to the Land, and the other about Gun-shot from the Wall, and are distant from each other about Musquet-shot; you have twenty Fathom water between them, hard sandy Ground.

When you are past them, sail N. W. about Gun-shot, and come to an Anchor in ten, or twelve Fathom water; it's soft and muddy Ground, therefore your Anchors must be well shod, and although they are, yet nevertheless in a storm they will hardly hold; but the nearer the Islands the harder and better the Ground, and deeper also. But those that would lie to the Eastward, must lie so, that the Westermost Island may bear E. S. E. of them, that so you may with a Westerly Wind, reach above the Islands. And those that would go to the Westward, must Anchor on the East-side, that with an Easterly Wind, they may the better sail between the Islands.

You may sail between the Islands and the Main, but such as do, must be well acquainted, otherwise it is not good coming in there, for there is a Bank reacheth

from the West shore; also there are some blind Rocks, which you must be careful of, therefore the safest and surest way is between the Islands.

This Bay, or Road of *Freivul*, is none of the best, for with E. S. E. and S. E. Winds, there goes a great Sea; and in regard of the soft Ground, your Anchors will not hold.

Therefore those (that with a *Levant*) must lie by about these Parts, were best to bear up for the Islands of *Eres*, and Anchor behind *Berganfon*, in eight or ten Fathom water.

Those of the Town of *Freivul*, in the War with the Duke of *Savoy*, broke down about half of the Town, and have wholly Levelled the Villages at the Sea-side, on the East shore within the Bay, to strengthen the Town, that they may the better keep it.

From the Road of *Freivul*, to the Point on which the Light-House standeth, the Course is E. S. E. Easterly, two Leagues, it's a low Point; from which, a League East, lies Cape *de Rosa*, being a high and uneven Point; and from thence N. E. towards the West-Point of *Canano*, it's all high uneven Land, (well to be known) and about eight Leagues distant, shews it self like Islands.

The Haven of *Canano* is very good, lying to the Northward of Cape *Rosa*; you must sail along the shore till you come to the two Islands, that lie before the Haven, close by the outermost; you have eighteen Fathom water. On that Island stands a Castle, from which there lies a Bank to Seaward, Gun-shot off; on the other Islands stands three Towers, when you are past and within these Islands, you have thirty Fathom water. Sail then into the Bay North, till you come within the Castle upon the Eastermost Land, and lay your Sea-Anchor in eight or nine Fathom, and carry then your other Fast on shore; and there you lie sheltered in all Winds, except South, which blows right in; the East Point then bears S. E. and the West, S. W. Those that are not acquainted, need not Fire but one Gun, and you will have Boats come Aboard of you.

From the Island on which the Cloyster stands, to Cape *Garapo*, the Course is E. N. E. West of the Cape is a crooked Point, on which standeth a Light-House. It's also a fair sandy Bay, and good Riding in Easterly Winds.

About two Leagues past the Point to the Northward, lies *Antibe*, a Town with a Castle, East of it, there is a Head to Seaward, where small Vessels may lie in *Levants* and Southerly Winds.

From *Antibe* unto *Nisa*, the Course is E. N. E. three Leagues. And from Cape *Garapo* to *Nisa*, the Course is Northeast, distant three or four Leagues. *Nisa* is a handsome Town, Walled about, and lies close to the Water-side on a plain, infomuch that in a Storm, the Sea beats against the Walls of the Town; and to the S. E. of the Town, on a high Mountain, standeth a great and strong Castle to defend the Town; and to the S. E. of the Castle, is the Road.

This Road of *Nisa*, is but a bare Road, and very bad when the Wind blows out of the Sea, either South, or S. E. or S. W. the Ground is very steep; in regard of which, although there go great Seas, yet it beats not against the Banks. You lie there with two Anchors to Seaward, and a Fast on shore to a Stone; your Anchors lie in thirty, or thirty five Fathom, yet your Ship so near to the shore, that your Lading is carried on shore on a Stelage, which is made of a few Deal-boards and laid on a Boat, reaching from the Ship to the Land; then you sail to *Villa Franca*, till you have dispatcht, or the Master done his Business.

Between

Between *Antibe* and *Nisa*, is a great Bay, such as fall with this Coast, with the Wind at Sea, or a *Levant*, must lie by, and not venture into the Bay; for though it be sandy Ground, yet it's no good Road: For it's Stony and steep, and in many or most places, you have 100, or 120 Fathom water.

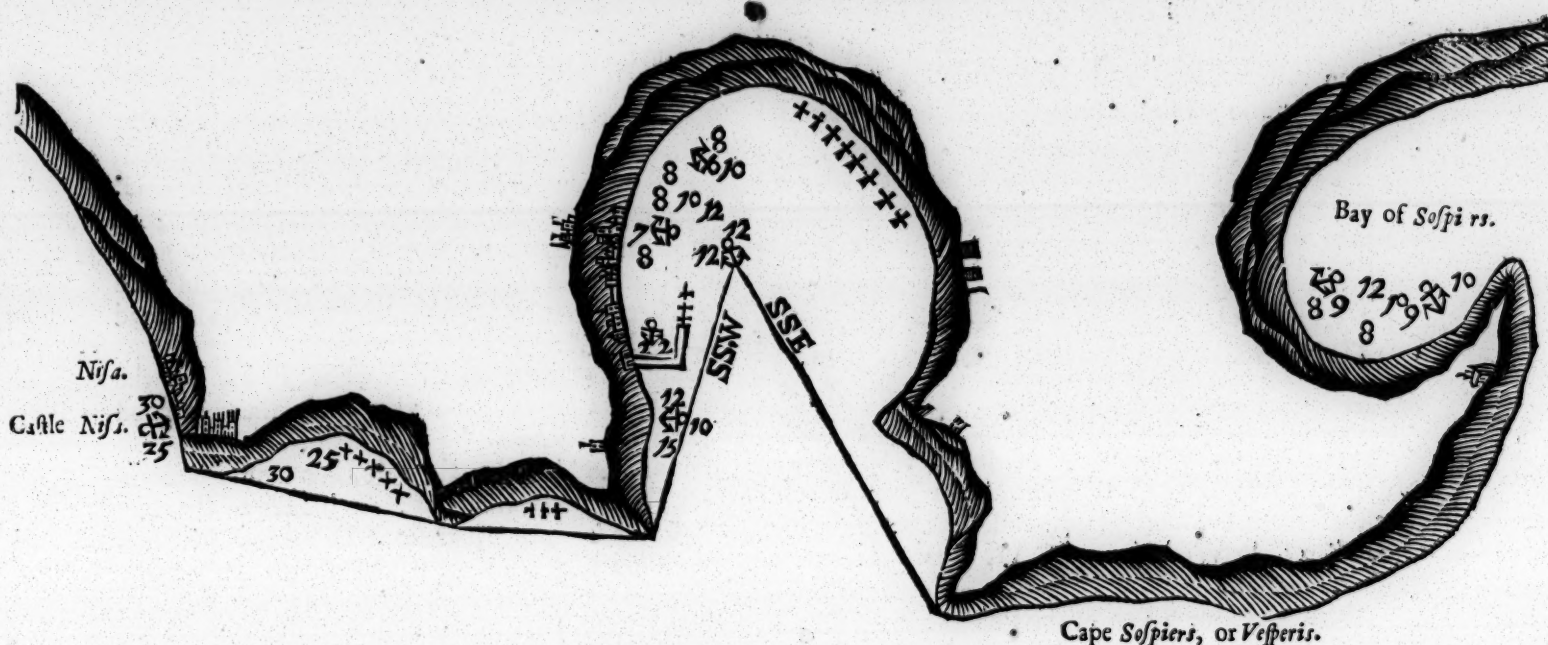
About the middle of the Bay, issues a River out of the Land, near which, is Anchor-ground in twenty five, or thirty Fathom, but in no other place can you find Anchor-ground.

On the East-side of this Bay lies *Villa Franca*, a lit-

tle to the Eastward of *Nisa*, the Land reacheth from *Nisa* to *Villa Franca*, first E. S. E. and afterwards half a League East; and between these two is a reasonable great Bay, but there likewise near the Land, it's twenty and thirty Fathom deep.

The East and West Point of *Villa Franca*, lie W. N. W. and E. S. E. distant about a mile; on the West Point stands a Light-House, and half a League beyond the East Point stands a Chappel, upon Cape *St. Sospiers*: all over these Coasts, it's fair and clean, but deep Water.

The Bay of Villa Franca.



This Bay of *Villa Franca*, is a great and large Bay, but dangerous at coming in with some Winds, in regard both sides are high Land. When you come in, you shall have sometimes Gusts, and sometimes Calms; therefore when coming within the Point, you see a Reddish place on the Land, near which you may Anchor in thirteen or fourteen Fathom; you have no other Anchor-ground in the whole Bay, till you come to the Town, which lies on the West-side, where there you may Anchor in nine or ten Fathom, and carry one Fast on shore.

Then the East Point of the Bay will lie S. S. E. and the West Point S. S. W. and a Southerly Wind blows right into the Bay.

You may go further into the Bay, and all along Westward, you lie with two Anchors to Sea, and two Fast on shore.

A little to the Southward of the Castle, that lies to the Southward of the Town, there is a Head, or Key, behind which you may lie with Ships that draw ten or twelve Foot water; it was made for the Gallies, or to clean Ships by. You need fear nothing on either side, except running on shore.

When coming out of the Sea, and come near *Villa Franca*, the West Point of the Haven lying North, or N. N. E. from you. The Town cannot be seen, but is shut in behind the West Point, on which standeth a Light-House, but the East Point is crooked and low; and a good way within the Point, on the East-side of the Haven, stands three great thick white Towers, and half a League to the Westward, lies a great Castle on a Mountain, close to the Water-side, and near the same lies the City *Nisa*, by which these Places may be known.

I advise you not to come into the Haven of *Villa Franca*, to seek for Road with small Ships, especially those that are bound to other Places; for all that

are under eighty Tun, must pay Toll for all their Goods before they can depart.

Suppose I were bound to *Geneva*, or *Livorn*, or any other place, in a small Ship, and when past *Villa Franca*, were forc't to bear up with Easterly Winds, and put in there and come to an Anchor; Ship and Goods is forfeited to them, if they did but know that they had sailed by the Haven; but great Ships may come in frank and free, paying Anchoring, and some other petty Charges, amounting to about twenty Royals. It's a small Town, and like to *Nisa*; in subjection to the Duke of *Savoy*.

A League to the Eastward of *Villa Franca*, is Cape *St. Vespier*, being a low Point, having a Chappel standing on it. A little farther Easterly, is the Bay of *St. Sospiers*, which is a fair and good Bay, with a *Levant*.

If you desire to be in the Haven, then you must Sail close by *St. Vespier*, and by the Point on which the Chappel stands, and run to the Westward, or S. W. and come to an Anchor where you please; there is no danger if you do not run on shore.

Thence a League East, or N. E. from Cape *St. Vespier* two Leagues, lies the Town of *Monica*, on a Point of Land; it's a good Road in Westerly Winds.

Those that would go into these Havens, must come near the shore, ere they can get sight of the same, otherwise you can hardly know them, the In-land is so high, that for the most part they lie covered with Snow: And in regard the Land is so high, you seem to be near it, when you are afar off.

From *Monaco* to *Menton*, it's N. E. by E. a League: you may Anchor to the Eastward of the Town in eight or ten Fathom water; then E. and S. E. Winds blow off the Point. West of the Town is no good Anchoring, the Ground is foul.

Near *Monaco* lies a sharp Hill up-land, by which this place may be known; when this Hill lies N. by W. from you, and you three Leagues from the Land, then *Menton* bears N. N. W. and the sharp Hill lies betwixt two high Mountains, and a little West of these lies a flat Mountain, and a Hill upon the West-end of the same.

Then lies *Manaco* N. W. by N. and the Point of *Villa Franca* about N. W.

And then the Land of *Monaco* and *Menton*, for the most part N. E. by E. and E. N. E. to Cape de *Melle*, between which there lies some other places, as *Ventimellia*, *Bordighero*, *St. Remo*, and other places. All along this Coast are many Buildings and Cloysters, Villages and Towns, a Sandy shore, and few Points, and no Havens but for Barques.

These Havens of *Proventia*, are most of them fair, and in time of War with *Spain*, are free for *Dutch* Ships to run in; but for such as in sailing by *Corfica*, are forc't to bear up, or lie by, in Easterly, or N. E. Winds, by reason that with such Winds, it runs so forcible to the Westward, that you cannot gain in turning in.

The Description of the Sea Coasts of the Islands of *Corfica* and *Sardinia*.

The N. E. Point of *Corfica*, called Cape *Corso*, hath two Points, and lie E. by N. and W. by S. two Leagues; betwixt them Southward, is a great Creek. East of the Eastermost Point, called Cape *Corfica*, is good Road, in Westerly and S. W. Winds, and good Ground withal.

About a League South of the Point at the East-side of *Corfica*, lies an Island, on which stands a Light-house, and half a League South of the Island is a sandy Bay; and two Leagues S. E. of the Island, stands another Light-House, on a Cragg by the Water-side: Which at first sight, coming from the Northward, seems not to joyn to the Land, yet it's so.

About a League South of this Light-House, in sailing by, there seems to be a fair sandy Bay, between two crooked Points; and on the South-side of the Bay stands a Castle. It seemeth when without, as if there were shelter in S. S. W. and W. Winds, but the Ground (I think) is not the best to Anchor in. The North Land is higher than the South, and the Coast along, are many Points and Sands, and in many places low, and without with Banks. Howbeit, some say That on the East-side of *Corfica*, there is neither Bay nor Road, and yet we find in many places good Anchor-ground.

A blind
Rock.

Midway from *Corfica*, or more Southerly, lies a low piece of Land, on which stands a Hill. East three or four Leagues to Seaward, lies a blind Rock, and by the rippling of it, there cannot be above two or three Foot water on it; it's a little bigger than a Boat, and you ought to have special care, and not come near it.

Near the South-side of *Corfica*, lies *Porto Vichio*, which is a good Haven; and due South of this side lies *Bonifacio*, a good Haven also. There stands a great Castle on the Point, and by the Haven lies two Rocks, called *La Vigi*.

Those that with a Southerly Wind, are forc't to lie by to the Eastward of *Corfica*, cannot gain much in turning, the Current always setting to the Northward; therefore it's best getting a good Road.

South of Cape *Corso*, on the West-side lies the Creek *Fiorense*, where there is a good Haven; nine or ten Leagues West of the Cape, lies the Town *Gal-*

vi, due East of Cape *Revila*; it's one of the chief Havens of *Corfica*.

And N. E. of that lies the Island *Rosa*, behind it is good Anchoring. And all along the West Coast, you cannot Anchor amiss, it's all good Ground.

Sardinia.

Betwixt *Corfica* and *Sardinia*, it's about two Leagues broad from *St. Bonifacio*; on the South-end of *Corfica*, to the Island *Afinaria*, the Course is S. W. by W. ten Leagues. From *Afinaria*, to the North-end of *Sardinia*, or N. W. Point called *Pene*, the Course is S. W. five Leagues. From Point *Pene*, to *Costa di Bona*, the Course is Southerly ten Leagues.

From *Sallines* to Point *St. Marco*, it's three Leagues, and from *St. Marco* to the Island of *St. Pedro*, for the space of eight Leagues, the Course is Southerly.

The Island *St. Pedro*, seems to be a stony, or shelly Island, reddish coloured, and high at the West-end, and trending downward crooked. At the East-end, about a mile from the high Point, lies a Rock above Water, and some under Water. This Island lies a good distance from the Island *Sardinia*, large and wide to turn between them; under *St. Pedro*, is good Road in Westerly Winds.

About three Leagues S. E. of *St. Pedro*, lies the Island *Palma de Soll*; betwixt these there is good space to sail, or turn.

Behind these Islands, the *Turks* commonly lie lurking for Ships, that sail about these Islands to the Bay of *Rosa*, or to *Calliria*; close to *Palma de Soll*, lies a Rock called *Vaca*; but the Rock *Toro* lies a good way off from the shore, and more easterly withal. It's the least Rock of the twain, and lies distant from *St. Pedro*, S. E. five Leagues.

From the Rock *Vaca* to Cape *Tolar*, the Course is East five Leagues; that is the West Point of the Bay of *Rosa*, it's a high bare ragged Point. East of this Point is a sandy Bay, even Ground, and good Road in Westerly Winds.

From Point *Tolar* to the Island *Rosa*, the Course is N. E. two Leagues; in this Bay of *Rosa* is deep Water.

This Island is stony and flat, reasonable big, the Rocks of a Red colour. West of it next the Island is a fair sandy Bay; near the Island West of the same, is more than twenty Fathom water, but to the Eastward is not above ten or twelve Fathom; it's a good fair Harbour to run into in thick Weather, or in the Night, you need fear nought but the shore.

From the Island *Rosa* to Cape *Fironia*, the Course is S. S. E. two Leagues; on the Cape stands a Watch-Tower, and East of it is a Bay, a good Road in Westerly Winds.

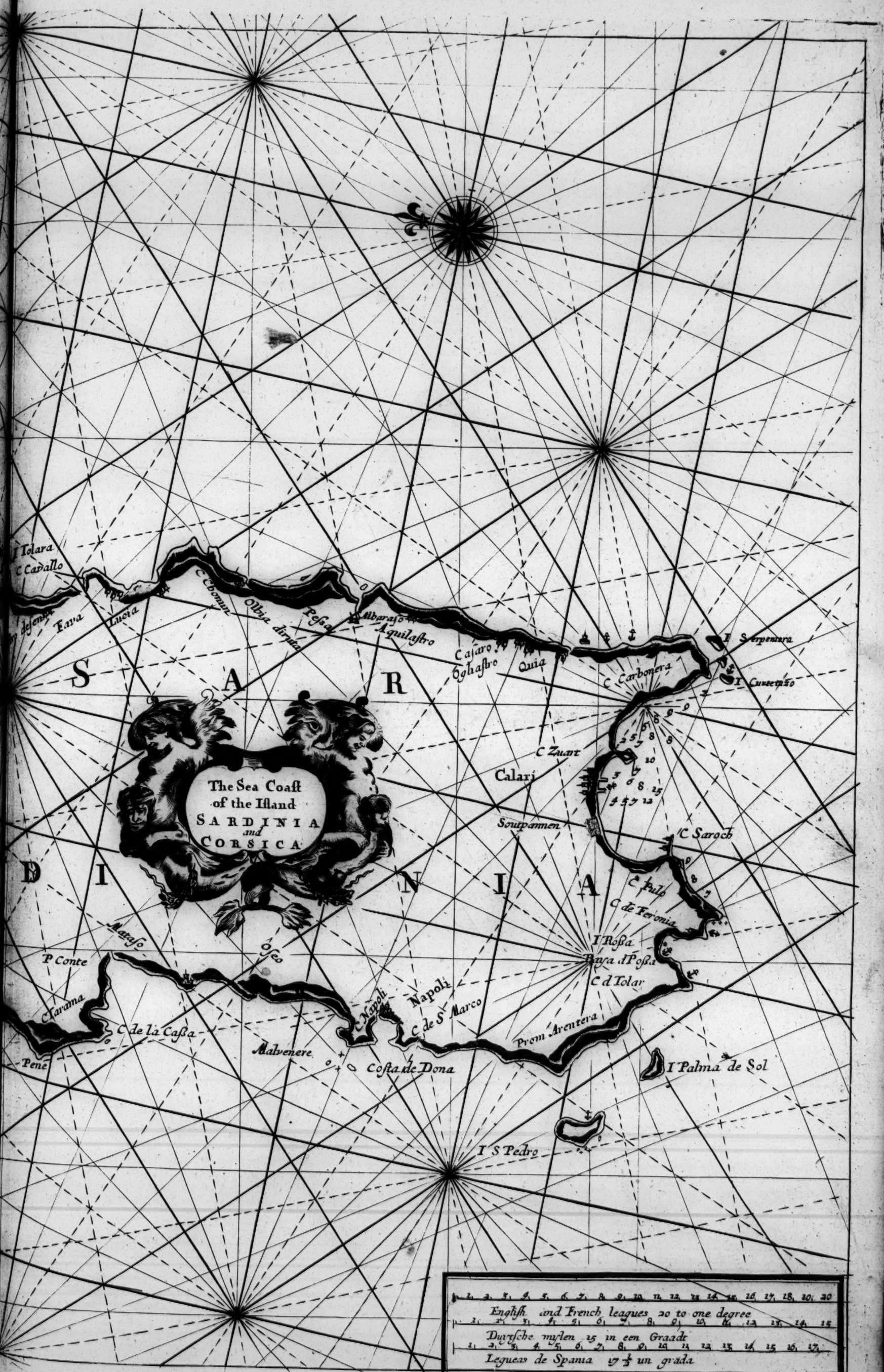
From Cape *Fironia* to Cape *Pullo*, being the West Point of the Bay of *Galaria*, it's E. S. E. a large League; between these two Capes it's all Rocky Ground. Cape *Pullo* is a low Point, when coming from the Westward, and sailing about this Cape, and running N. E. towards *Callaria*, you have good sandy Ground, but close to the Cape, you have eighteen or twenty Fathom water, stony and steep, and the Land there is full of small Trees.

When you are past Cape *Pullo*, you may see another Point, about four Leagues off, called Cape *Saroch*; and at first it appears like to Hills, or Islands, notwithstanding it's firm Land, and on it stands two Light-Houses: Betwixt this and Cape *Pullo*, it's for the most part a fair sandy shore.

From Cape *Saroch* unto the City *Callaria*, the Course is N. N. E. four Leagues, and between the

The

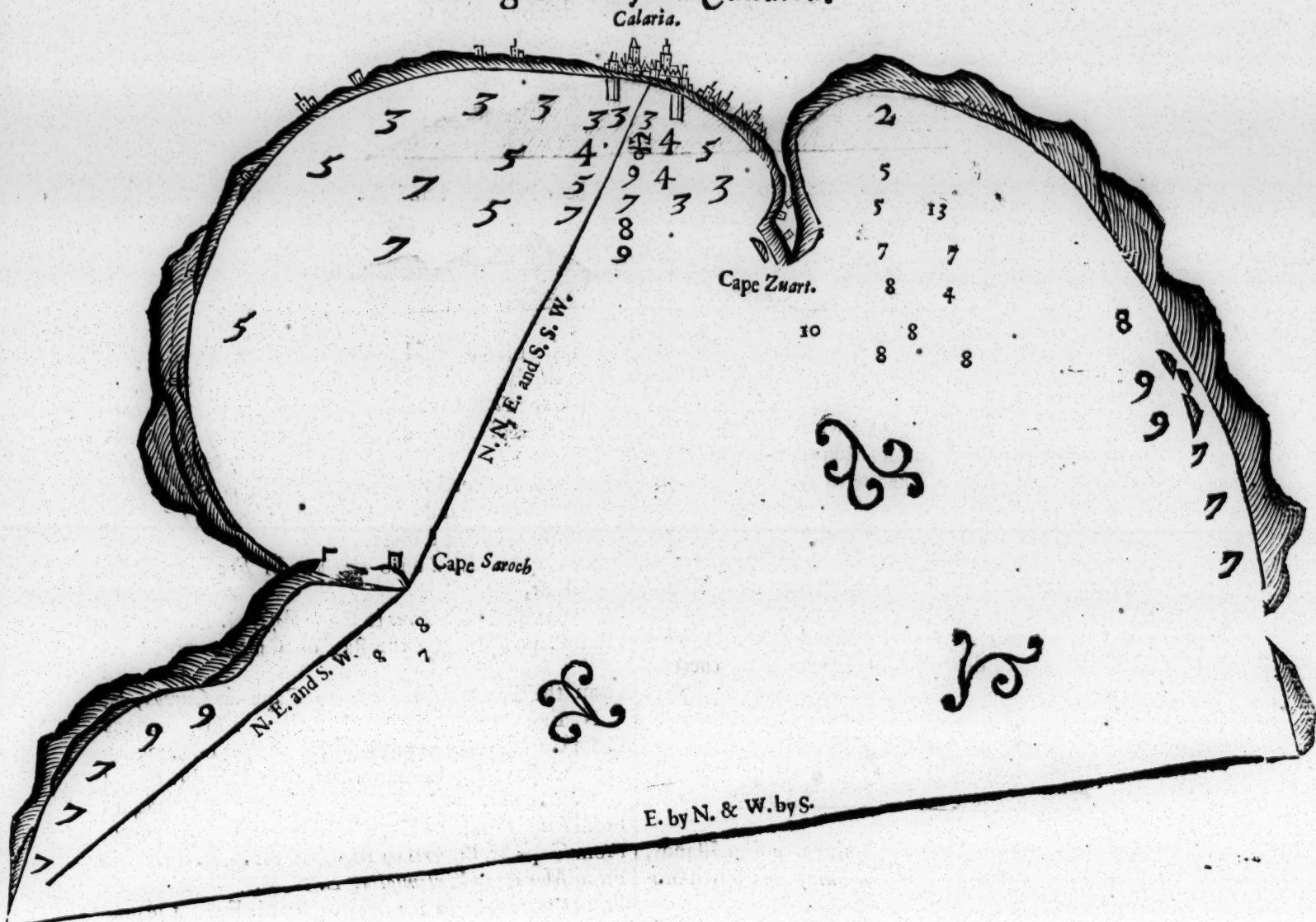
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The great Bay of *Callaria*.

Cape and the City to the West, is a great Bay; and all along the Water-side low Land, and even sandy shore, and good Anchor-ground.

The Road
before Ca-
laria.

Before the City, you Anchor in three, four, or five Fathom water, sandy Ground, lying under the Castle safe from the *Moors*, and by reason of great Space, you have no great Dashings of the Water, a League from the Road. Two or three Leagues from *Callaria* is all sandy Ground, and fourteen or sixteen Fathom Water.

A League and a half S. E. of the Town, lies a Point, called *Zwart*; this Point and the Island *Cartelaso*, lie distant S. E. by E. seven Leagues. If bound from *Cartelaso* to *Galleria*, once having this Point in sight, at first it seems to be a great Island, but joyns with a small Neck of Land to the Main, and without the Point lies an Island, and on the Point stands a Church and Tower; East of this Point is a great Bay, even sandy Ground.

Those that by Night come into this Bay, and cannot get sight of *Callaria*, may Anchor three or four Leagues from the City, where you have fourteen or sixteen Fathom water; the Bay is all over good Ground.

The Island
Cartelaso.

The Island *Cartelaso*, at the East-end of the Bay of *Callaria*, lies distant from the Point *Zwart*, S. E. by E. seven Leagues; but from Cape *Pullo* to the Island *Cartelaso*, the Course is E. by N. eight or nine Leagues. Under this Island is a good Road in West

and N. W. Winds, but the West-Point of it is foul Ground, and must therefore be shunned.

East of *Cartelaso* lies three Islands, more near the S. E. Point of *Sardinia*, the middlemost is highest, the Eastermost is called *Serpentera*, and hath about it many Rocks; and on each standeth a Watch-Tower, with a Wall, on which lie some small Guns.

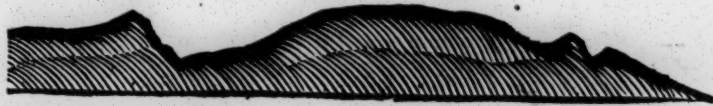
If coming from the Eastward, you are bound to *Callaria*, and by reason of Easterly Winds cannot get in, then may you Anchor under *Cartelaso*; but if you durst not, being unacquainted, then sail Southward about *Cartelaso* and *Serpentera*, and Luff near to Cape *Carbonera*, which is the S. E. Point of *Sardinia*; then will you see a slanting Point N. W. of you, with a round Hill near it, then keep along the shore, till past the Rocks, and a Point, standing near to a great Watch-Tower, and there Anchor in twelve or fourteen Fathom, good sandy Ground. You cannot Anchor near the Tower, for there is very deep Water. Being at an Anchor North of the Tower, you may see to the Northward three Leagues, an Island, on which standeth a Watch-Tower the Coast along to this Island is good sandy Ground, and there is to be had good fresh Water, and Wood, and Sheep, and Oxen, or what you stand in need of.

Fifteen or sixteen Leagues North of the Point *Carbonera*, which is the Southermost of *Sardinia*, lies an Island, which shews it self as followeth.

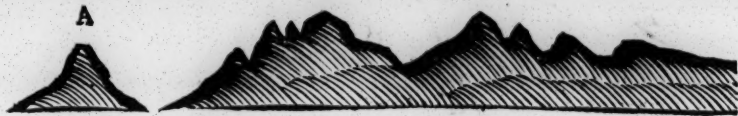
When it lies N. W. by W. from you, distant three Leagues. It's about half a League long, on which stands two Light-Houses, one on the highest

Land of the South-end. To the Southward of this Island, are good Roads and sandy Bays, in S. W. and West, N. W. and Notherly Winds.

Three Leagues South of the Island, stands on the Main of *Sardinia*, a great White Tower. To the Northward of this Island, is poor bare Land, but to the Southward, the Land is fair, and Sown; and in sailing by, there seems to be good sandy Bays.



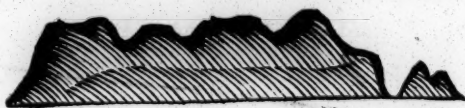
About three Leagues North of that Island, lies a high and bare Point of Land in form of this Figure above.



And being near the foresaid Island, there lies about three Leagues to the Southward of it another Point S. W. from you, in form of this, being also a bare Point of Land, but high. Betwixt this Point and the Island, there lies a little Mountain, a good way from the Water-side, marked with A.

About four Leagues South of the Northernmost end of *Sardinia*, lies the Island *Tolara*, a pretty distance from the Land, being high and flat; and North of it lies a Hill Musquet-shot off, by which the N. E. end of *Sardinia* is well known.

In this manner appears the Island *Tolara*, when it bears West, and distant four Leagues, or thereabouts.



To the Northward of it, lie three or four Islands, so that at the North-end of *Sardinia*, lies much broken Land.

Those that have sailed by it, say, That behind these Islands, seems to be many fair and good Bays, where they suppose are good Roads.



When the Island *Tolara* lies about four Leagues West of you, then you see about a League to the Northward of you, another Island like to this above.



When this Island bears Northwest from you, and N. W. by W. eight or nine Leagues, it appears in this manner, as is here portrayed.

And six or seven Leagues more Southerly, lies another Island W. by S. from you, which appears as followeth.



When the Island *Tolara* lies N. W. by W. eight or nine Leagues from you, then there appears W. by S. from you, another little Island in this manner; it's high, and may be seen a great way off at Sea.

Thwart Courses.

From Cape *Greos* to Cape *Leucata*, N. W. or N. W. by N. 14 leagues
From Cape *Leucata* unto *Marcellia*, E. by N. and E. N. E. 28 leagues

From the Islands of *Marcellia* to Cape *Tolon*, E. S. E. Southerly, 10 leagues
From Cape *Tolon* to the Island *Eres*, E. S. E. 3 leagues
The Islands of *Eres*, do reach E. and E. by N. about 7 or 8 leagues
From the East-end of *Bovena*, which is the Eastermost of the Islands of *Eres* unto Cape *de Lard*, the Course is N. E. Easterly, 2 leagues
From Cape *de Lard* unto the Bay of *Freivul*, North by East, 6 or 7 leagues
From the Islands of *Eres* to Cape *Rosa*, N. E. 10 leag.
From Cape *Rosa* unto the Bay of *Canona*, N. N. E. 4 leagues
From the Bay of *Canona* unto Cape *de Garopa*, E. N. E. 2 or 3 leagues
From Cape *de Garopa* unto *Nisa*, 3 or 4 leagues
From Cape *de Garopa* unto *Villa Franca*, E. N. E. and N. E. by E. 4 great leagues
From *Villa Franca* to Cape *St. Vesperis*, E. S. E. 1 leag.
From Cape *St. Vesperis* to *Monaco*, N. N. E. 2 leagues
From *Monaco* to *Vintimiglia*, E. N. E. 2 leagues
From *Vintimiglia* to *Bordiguera*, E. N. E. 1 league
From *Bordiguera* unto Cape *Delle Melle*, E. N. E. 3 leagues
From Cape *Delle Melle* to *Isla Rosa*, South, somewhat Easterly, 24 leagues
From Cape *de Rosa* to the Island *Gorgona*, East Northerly, 35 leagues

The Courses from these Lands unto other Places.

From the Islands of *Eres* to the N. W. Point of *Corfica*, the Course is E. S. E. 26 leagues
From the Bay of *Freivul* to *Isla Rosa*, S. E. by E. 28 leagues
From Point *St. Vesperis* to *Isla Rosa*, S. E. by S. Southerly, 22 leagues

The Coasts of *Corfica* and *Sardinia*, reaching along the Shore.

From Cape *Corso* unto the Gulf of *Fiorenza*, S. S. W. Westerly, 4 leagues
From Cape *Corso* unto *Calvi*, or the Island *Rosa*, W. S. W. 10 leagues
From *Bonigacio* to the Island *Afinara*, S. W. by W. 10 leagues
From *Afinara* to the N. W. Point of *Sardinia*, called *Pene*, S. S. W. 5 leagues
From *Pene* to *Gosta de Dona*, South, Easterly 10 leag.
From *St. Marco* to the Island *St. de Pedro*, S. W. by W. 8 leagues
From *St. Pedro* to the Island *Palma de Sol*, 3 leagues
From *St. Pedro* to the Rock *Toro*, S. E. 5 leagues
From

From <i>Toro</i> to Cape <i>Pulo</i> , E. N. E.	5 leagues	by N. Northerly,	22 leagues
From the Rock <i>Vacca</i> , to Cape <i>Tolar</i> , East.	5 leagues	From <i>Isla Rossa</i> to Cape <i>Delle Melle</i> , North, Westerly,	24 leagues
From Cape <i>Tolar</i> , to <i>Isla Rossa</i> , N. E.	5 leagues	From Cape <i>Revelia</i> , being the N. W. end of <i>Corfica</i> , to the South-end of <i>Minorca</i> , the Course is S. W.	64 leagues
From Cape <i>Feronia</i> to the <i>Isla Rossa</i> , N. N. W.	2 leag.	From Cape <i>Revelia</i> to Cape <i>Dragonis</i> , West by South,	60 leagues
From Cape <i>Feronia</i> , to Cape <i>de Pulo</i> , E. S. E. a large league		From Cape <i>Revelia</i> to the Islands of <i>Eres</i> , W. N. W.	26 leagues
From Cape <i>Pulo</i> , to Cape <i>Saroch</i> , N. E.	4 leagues	From the Gulf of <i>Ajasso</i> in <i>Corfica</i> , to Cape <i>Dragonis</i> , West,	63 leagues
From Cape <i>Saroch</i> , to <i>Callari</i> , N. N. E.	4 leagues	From the Island <i>Pedro</i> to <i>Minorca</i> , W. by N. and W. N. W.	46 leagues
From <i>Callari</i> unto Cape <i>Cardenera</i> , or the Island <i>Cortelaso</i> , S. E. by E.	7 or 8 leagues	From <i>Tora</i> to <i>Galita</i> , S. S. E and S. by E.	12 leagues
From Cape <i>Pulo</i> to <i>Cortelaso</i> , E. by N.	8 or 9 leagues	From Cape <i>Pulo</i> to <i>Galita</i> , South,	12 leagues
		From Cape <i>Carbonera</i> , which is the S. E. end of <i>Sardinia</i> , unto the Island <i>Maritimo</i> , at the West-end of <i>Sicilia</i> , E. S. E. and E. by S.	29 leagues
		From Cape <i>Carbonera</i> to <i>Trapano</i> , at the West-end of <i>Sicilia</i> , E. by S.	34 leagues
		From the S. E. Point of <i>Sardinia</i> , to the Islands <i>Ustica</i> , more Northerly,	38 leagues
		From the S. E. Point of <i>Sardinia</i> , unto the Island <i>Capri</i> , by <i>Naples</i> , N. E. by E.	60 leagues

Thwart Courses over the Sea.

From Cape <i>Corso</i> to Cape <i>Delle Melle</i> , N. W. Westerly,	20 leagues
From Cape <i>Corso</i> to <i>Genova</i> , N. by W.	24 leagues
From Cape <i>Corso</i> to <i>Porto Spetia</i> , N. N. E.	20 leagues
From Cape <i>Corso</i> to <i>Livorno</i> , N. E. by E.	17 leagues
From Cape <i>Corso</i> to <i>Piombino</i> , East,	17 or 18 leagues
From Cape <i>Corso</i> to the Island <i>Elbe</i> , E. by S.	13 leag.
From <i>Isla Rossa</i> to the Bay of <i>Freiul</i> , N. W. by W.	28 leagues
From <i>Isla Rossa</i> near <i>Galvi</i> , to Cape <i>Vesperis</i> , N. W.	

Now followeth a Description of these Lands, and in what manner they Appear at Sea.

West-Point N. N. W. and N. by W.

N. E. and N. E. by N.

The Tower on the Rock.

Castle Ditto.

In this manner appears the Land Northward of the Bay, and Westward of the City of *Marcilia*, from the lowest end of *Bocar*, to the Islands before *Marcilia*; when the said low Point lies N. N. W. distant six Leagues, and the Islands before *Marcilia* N. N. E. Northerly, distant four Leagues, and the Tower on the Rock N. N. E. two Leagues.

This belongs to the last, the Crosses must be joyned together. Near the letter M, lies the City *Marcilia*, N. N. E. Northerly, four great Leagues from you. The East-Point of the Bay, called Cape *de Grossetta*, marked P P, N. E. Northerly, four Leagues from you. The Mountain with the letter S, E. N. E. six Leagues from you.

This belongs to that above, A A must be joyned together. The Mountain at B, lies then from you E. by N. eight or nine Leagues from you, and the Easterly Point, which is Cape *Tolon*, nine or ten Leagues from you; then Cape *Tolon* seems not to joyn to the Main, but looks like an Island. This Land to the Southward of *Marcilia*, is a barren rocky Land without Trees, but in the Valleys to the Westward there are some Trees to be seen.

In this manner appears the Land betwixt the East-end of the Bay of *Marcilia* and Cape *Tolon*, when it bears E. by S. four Leagues from you.

This belongs to the last, joyn the Crosses together: It's the following part unto Cape *Tolon*.

K

In

C



In this manner appears the Coast of *Provence*, betwixt the East Point of *Marcilia*, and the East-end of the Islands of *Eres*, when the said Point of *Marcilia* lies N. W. by N. eight Leagues, and the Mountain with the Cape N. W. by N. about five Leagues from you.



This belongs to the last, the B Bs must be joyned together. Cape *Tolon* lies N. N. E. five Leagues from you.



This yet belongs to that above, the A As must be joyned together; then the Point marked with D, lies N. E. and N. E. and by E. seven or eight Leagues from you. The Islands to the Eastward of the same can then scarcely be seen. The Eastermost of the Islands appears in this manner like to three Hills.

Cape *Tolon*.

In this manner appears Cape *Tolon*, with the Land to the Westward of the same. When the Cape lies N. W. by N. four Leagues; in clear Weather you may see over the Cape.



In this manner appears the Cape when it lies N. E. by E. Northerly four Leagues off; and then sailing West or Northerly, you shut the Point with the Cross in within Cape *Tolon*.



When Cape *Tolon* lies E. five Leagues from you it shows thus, you see no Land without the Point; the Point of *Marcilia* lies then from you N. W. by N. 6. Leagues.



In this manner appears Cape *Tolon*, when it lies N. by E. six or seven Leagues distant.



When Cape *Tolon* lies N. W. distant six Leagues, then it appears thus.

In this manner appears the East Island of *Eres* when it lies N. W. distant six Leagues.

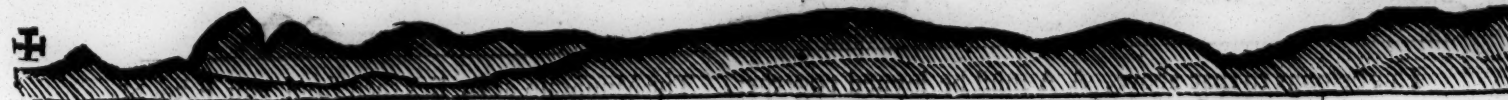


In the manner appears the Land of *Tolon*, when it lies W. by N. distant six or seven Leagues.

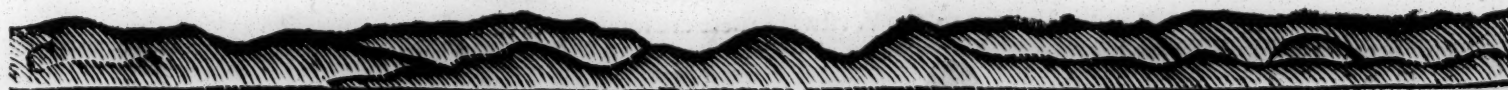


In this manner appears the East Island of *Eres* when it lies W. by S. from you.

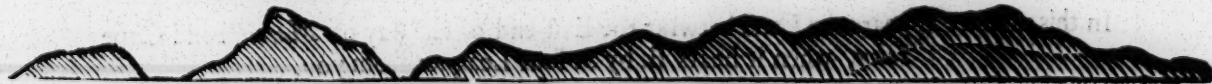
The Land Northward of *Eres* towards *Freiul*, appears thus.



This must follow that above, and appears in this manner when the Point here-under lies N. W. by N. about four Leagues from you.



This belongs to the two foregoing, the C Cs must be joyned together.



Cape *Rossa* bearing West eight Leagues off, shows in this manner.



When Cape *Rossa* lies N. N. E. and the West Land W. S. W. from you, then you are before the Bay of *Freiul*, the Land then shows thus, as in this and the three following Figures.

This



This belongs to that aforegoing, the A As must be joyned together.



This belongs to the last, the B Bs must be joyned together, and reacheth unto the Bay of *Freiul*.



This belongs to the foregoing, the C Cs must be joyned together.



This Mountain with the letter H lies far within the Bay of *Freiul*, and when it lies N. W. by W. and Cape de *Lard* about eight or nine Leagues West from you, then it appears on both sides of the Bay in this manner. The Land marked with M, lies about a League West of Cape de *Rossa*, then the Bay of *Canano* lies distant from you N. N. W. five Leagues, and *Villa Franca* North, and N. by E. seven Leagues. In sailing three Leagues N. E. then comes the fore mentioned Mountains at H, and the Land at M to be joyned together, and the Land P P appears in three Mountains; Cape de *Rossa* lies then distant W. N. W. Westerly. The Cape de *Melle* N. E. and N. E. by E. and Cape de *Lard* W. by S. Southerly, and in clear Weather you may see all the Cape along.

Cape *Lard*.



The Land from Cape de *Lard* to *Villa Franca*, shows it self on this wise, and as in the three next following, when as the high Land Westward of Cape de *Lard* lies W. by S. about ten Leagues from you.

H M P P



This belongs to the foregoing, the Crosses must be joyned together. Here you see the Mountain in the Bay of *Freiul*, which is marked with the letter H, and the Land marked with M P P, seems to be joyned in sailing, in regard it is so far from you; then will Cape *Rossa* lie distant from you W. N. W. seven Leagues.



This also belongs to that above, the A As must be joyned together; near the Cape lies the Bay of *Canano*.



This is yet the following part of the foregoing Land, the B Bs must be joyned together; the Hill at B lies then West from you five Leagues. About half a League Eastward of that Land marked *Nisa*, lies *Villa Franca*; the Inland was Clouded when this was drawn, and could not be seen.



In this manner appears Cape de *Rossa* when it lies W. by N, and distant six or seven Leagues.



When Cape de *Rossa* lies N. W. by W. five or six Leagues from you, then the Land about the Bay of *Freiul*, and West of the same, appears as in this and the following Figures.



This belongs to that above, the C Cs must be joyned together, and is the following part of the Land above.

K 2

This



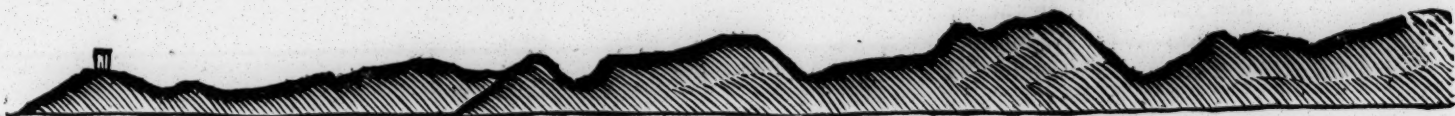
This yet belongs to that before; in this manner appears the *Cape de Rossa*, when it lies W. by S. from you two Leagues, and seems Cragged coming from the Eastward; being eight or ten Leagues off, it appears like to three or four Islands. Betwixt *Cape Rossa* and the Point, is a great Creek, the Land next the Crosses reaches towards *Canano*. Those that would sail from *Cape Rossa* to *Canano*, must keep along the shore till they come to the Road, as you are before directed.



In this manner appears the Point to the Southward of *Antibe* betwixt it and *Canano*, when those lie distant from you three Leagues N. by E. To the Westward behind this Point is a fair sandy Bay, where is good Road in a *Levant*.



In this manner appears the same Point to the Southward of *Antibe* when it lies W. N. W. three Leagues from you; it's a slight Point well to be known. When coming from the Eastward, the Church comes then to stand on the E. Point.



When as you are about a League and a half without the Land, and *Villa Franca* lies N. W. by N. from you, then is *Cape de Rossa* and the Land East of it, in this manner.



This belongs to that above, the Crosses must be joyned together.

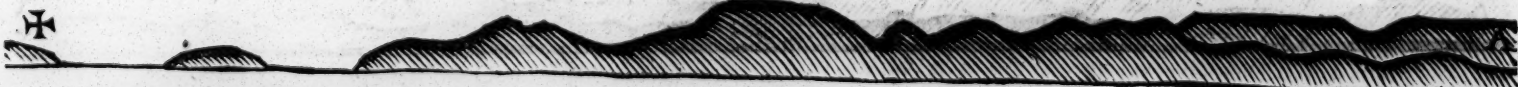


This must follow that above, the A As must be joyned together.

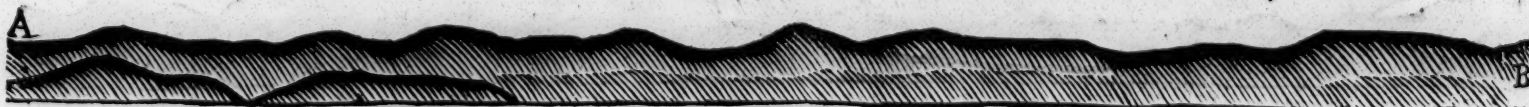
St. Turpe.



In this manner appears the Coast of *Provence* and *Italy*, when *Cape de Rossa* lies W. by N. and *Cape de Melle* N. E. by N. from you; as in this and the five next following Figures.



This belongs to that above, the Crosses must be joyned together, and shows the Coast about the Bay of *Freiul*.



This yet belongs to that above, the A As must be joyned together, and shows the Coasts about *Canano*, and *Villa Franca*.



This yet belongs to that above, the B Bs must be joyned together,



This yet belongs to the foregoing, the C Cs must be joyned together; it reaches to *Cape de Melle*.



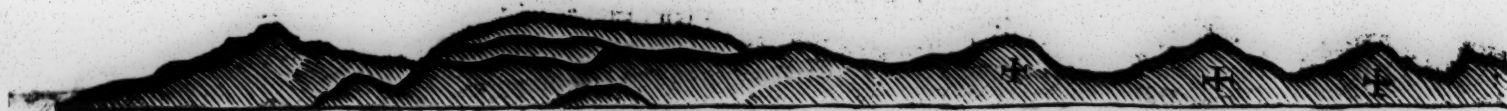
This also belongs to the foregoing Figures, the D Ds must be joyned together, and reaches to *Cape de Melle*.
Cape

The Coasts between Cape Creos and Cape Delle Melle.

41



Cape de Rossa, bearing North, distant three Leagues, appears in this manner:



Nisa.

Villa Franca.

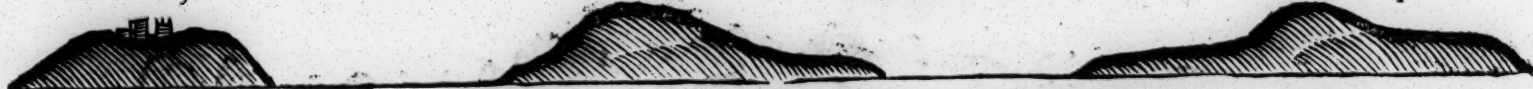
Villa Franca lying N. N. W. from you, a good distance off, appears in this manner, the crooked Point lying about a League West of Villa Franca; and when the Pike lies N. W. from you, then is Villa Franca N. N. W.

This Land was Drawn out when Cape de Rossa, and Corsica, lay S. W. from us, and Cape Corso E. by S. Next these Crosses it is very high, sharp, hilly, and for the most part lies covered with Snow. About two Leagues Easterly, lies Menton, from whence there is much Salt brought to Ivica.

Castle of Nisa.

Villa Franca.

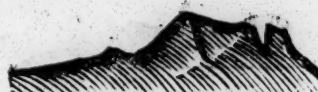
Cape St. Vespier.



This Land was Drawn out when the City of Nisa lay three Leagues to the Northward of you, and Cape St. Vespier three Leagues N. N. E. from us; the Inland hereabouts is very high. And due West of the Castle lies the Town of Nisa.



In this manner appears the Point of Villa Franca, two Leagues N. W. from you, O is the East. Point, W is the West Point, which is higher than the other.



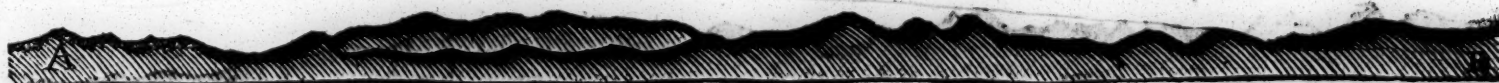
In this manner appears the sharp Hill next Monaco, lying W. N. W. six Leagues off.



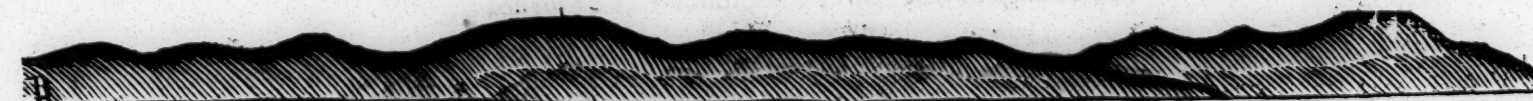
Then Cape de Melle lies N. N. W. 6 or 7 Leagues distant.



When Cape de Melle lies North, and Cape de Rossa ten or eleven Leagues W. by N. from you, then the Land there between, appears in this manner as in this above, and the following Figures.



This belongs to the foregoing, the A As must be joynd together.



This belongs to the foregoing, the B Bs must be joynd together; then Cape de Melle is North from you.

How the Coasts of the Islands of Corsica and Sardinia appear at Sea.



When the North end of Corsica lies S. E. by E. and the Point S. S. E. from you, and you distant nine or ten Leagues, then it appears as in this and the next following.



This belongs to that above, the A As must be joynd together.



When Corsica lies S. E. and Cape de Rossa lies West, and West by North from you; then it appears in this manner, distant six or seven Leagues.



In this manner appears Cape Martel, when it lies East distant ten Leagues.

L

In

Makings of Land on the Coasts of *Corfica* and *Sardinia*.



In this manner appears the N. W. Point of *Corfica*, called *Cape de Revela*, lying N. E. distant nine or ten Leagues.



In this manner appears *Cape Corso*, when it lies S. by E. nine or ten Leagues off.



Corfica lying E. S. E. distant seventeen Leagues, appears thus. Now you are near the Islands of *Eres*.



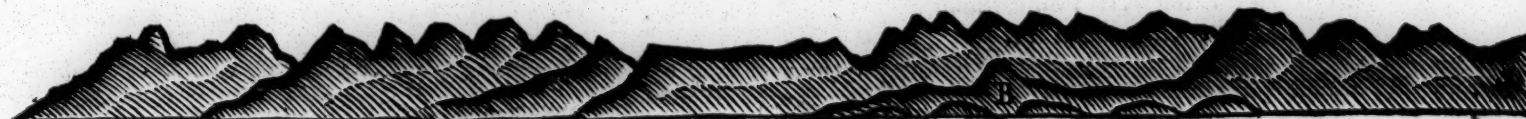
In this manner appears *Corfica*, when the South Point lies S. S. E. and the North Point N. N. E. distant six Leagues.

Cape Corso.

Cape Tolon.



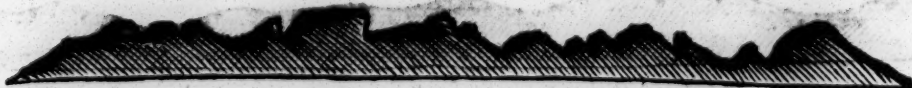
In this manner appears *Corfica*, when *Cape Corso* lies E. N. E. distant two Leagues, and *Cape Tolon* about nine Leagues from you.



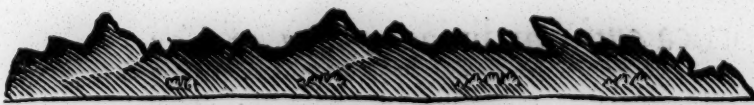
In this manner appears the East Coast of *Corfica*, being a little to the Northward of the midway thereof. When the North Point lies N. N. E. and the South Point S. W. by S. And next the letter B, are several large Creeks, and a fair sandy shore.



This belongs to that above, the Crosses must be joynd together.



Cape Corso lying E. S. E. distant three Leagues, the Land to the Westward appears thus.



In this manner appears the N. W. Point of *Corfica*, seven Leagues South from you.



In this manner appears *Cape Corso*, when it lies East two Leagues distant.



In this manner appears the West Point of *Sardinia*, when it lies W. N. W. and W. by N. four Leagues from you.



In this manner appears *Sardinia*, when coming from the Westward you fall about the midst of it; when the North Point N. E. by E. is distant four Leagues, then you see two sandy Bays, of which the Southermost which is the greatest, lies S. E. by E. from you; the Southermost Land lies then S. E. by S. from you.



This is the following part of that above, the double Crosses must be joynd together.

When



When the West Point of *Sardinia* lies E. by N. from you, and that you can see it from below, then it appears thus.



In this manner appears the Land on the West Coast of *Sardinia*, when it lies E. by N. from you, then may you see to the Southward two high Mountains seven or eight Leagues to the Northward of the S. W. Point of *Sardinia*, and to the Southward of these Mountains lies the Island *St. Pedro*.

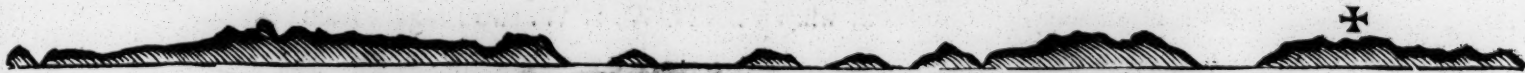
Thus appears the two Mountains above.



When the South Point of *Sardinia* lies N. E. by N. it appears thus:



In this manner appear the Islands at the S. W. Point of *Sardinia*, when the highest lies N. E. by E. and the two Rocks South, which in sailing you shut in one the other.



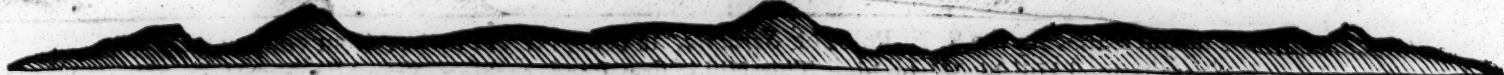
In this manner appears the Islands at the S. W. Point of *Sardinia*, lying East distant six Leagues; and thus the Islands appear that lie S. W. of *Sardinia*, when the Island with the Cross lies East distant six Leagues.



In this manner appears the South-end of *Sardinia*, when it lies North from you about eight Leagues.



In this manner appears the South-end of *Sardinia*, when it lies N. W. by N. seven Leagues off.



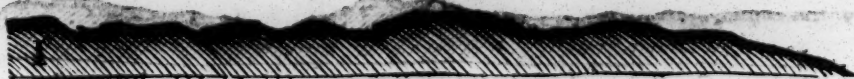
Thus appears the South Point of *Sardinia*, West of the great Bay of *Galary*; and being distant seven Leagues Northward, then that Land East of the Bay cannot be seen.



In this manner appears the South Point of *Sardinia*, that lies West from the Bay of *Galary*, but when it lies N. N. W. four Leagues off, then you cannot see *Galita*.



The S. W. Point of *Sardinia*, appears as in these four following Figures.



The S. W. Point of *Sardinia* N. by E. and N. N. E. four Leagues distant, appears thus.



This is yet the following part of the foregoing Figure.

The S. W. Point of *Sardinia*, E. N. E. and N. E. by E.



This also is the following part of the foregoing Figure.

Cape *Pulo*.

Cape *Saroch*.



In this manner appears Cape *Pulo*, which is the West Point of the great Bay of *Galary*, with the Land to the Northward of the same, till you come to Cape *Saroch*, when Cape *Pulo* lies W. N. W. Westerly eight Leagues, and Cape *Saroch* nine Leagues N. W. from you.



In this manner appears *Cape Pulo*, lying N. by E. from you.

Cape Pulo N. by E.

Sail about this Point to *Calary*.



This belongs to the foregoing.

Cape Carbonera.



Thus appears *Cape Carbonera*, the S. E. Point of *Sardinia*, with the Land West and North of the same, when the Westernmost Point lies N. W. four Leagues from you. This Land with *Cape Pulo*, were prefigured at once. Between these two lies the Bay of *Calary*, but is so deep, that in the middle you can see no Land, only two high Mountains N. W. by N. from you.



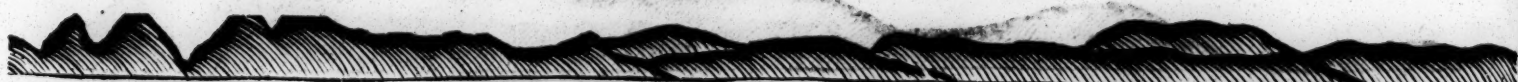
When *Cape Carbonera* lies East by South about five Leagues off, it shows thus.



In this manner appears *Carbonera*, when it lies N. W. by W. two Leagues from you.



The South Point of *Sardinia*, that lies Eastward of the Bay of *Calary*, appears thus, when it lies N. N. E. about six or seven Leagues off.



In this manner appears the South-end of *Sardinia*, when the West Point lies W. N. W. and the East Point N. by E. and you about four Leagues distant; but it changeth its form suddenly, then it shows it self three or four double; and then comes a Hill to lie Eastward of the same, on which stands a Light-House.



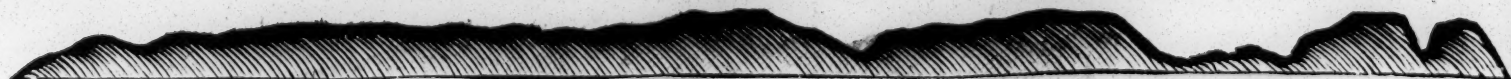
In this manner appears the S. E. Point of *Sardinia*, it being N. W. by W. from you, and the Northernmost Hill N. W. by N. This Hill is firm Land reaching to the Northward.



In this manner appears the S. E. Point of *Sardinia*, when it lies W. N. W. six Leagues from you, then the Northernmost Hill lies N. W. from you; then you can see no more Land to the Northward.



In this manner appears *Sardinia*, when the S. E. Point lies West from you, then lies the North-end W. N. W. and seems like an Island, for there lies two high Hills.



In this manner appears *Sardinia*, when the South Point lies W. N. W. distant five Leagues, and then the North-end lies N. W. by N. from you six Leagues; these two Mountains are very high.



When the East Point of *Sardinia* lies five or six Leagues N. W. from you, then it appears thus.



C H A P. IV.

Of the Sea Coasts of Italy, betwixt Cape Delle Melle and Messina, unto Sicily.

ABout a League and a half from Cape Delle Melle Northward, lies two little Towns at the Water-side, near the Southermost lies a Rock, on which stands a Light-House; and near that is a Bay, where you may make good Road in a W. S. W, N. W. and Northerly Wind. You leave the foresaid Rock to the Seaward from you, the Coast along to the Northward, till you come to Cape de Nolly, scarcely yieldeth any other Road except Final, a place where there is much Rice loaden.

Cape de Nolly lies about N. N. E. nine or ten Leagues from Cape Delle Melle.

Cape Nolly;

And Cape de Nolly, you have Road in a S. W. Wind; there are two Points between which is a Bay, in which lies a Rock above Water. Such as would Anchor there, must go to the Northward of both Points, and come to an Anchor before the Fort. You must Anchor very near the shore, in three, five, or six Fathom water, for the Ground is very steep.

Cape de Nolly is a bare point of Land, and on the pitch of the Point stands a Chappel with a Steeple, and Northward of the Cape by the Water-side, is a little Town or Village, called Nolly; and about a League West of the Cape, there is a great white place on the Land, by which Tokens the Cape may be known.

When Cape de Nolly lies N. W. by N. about two

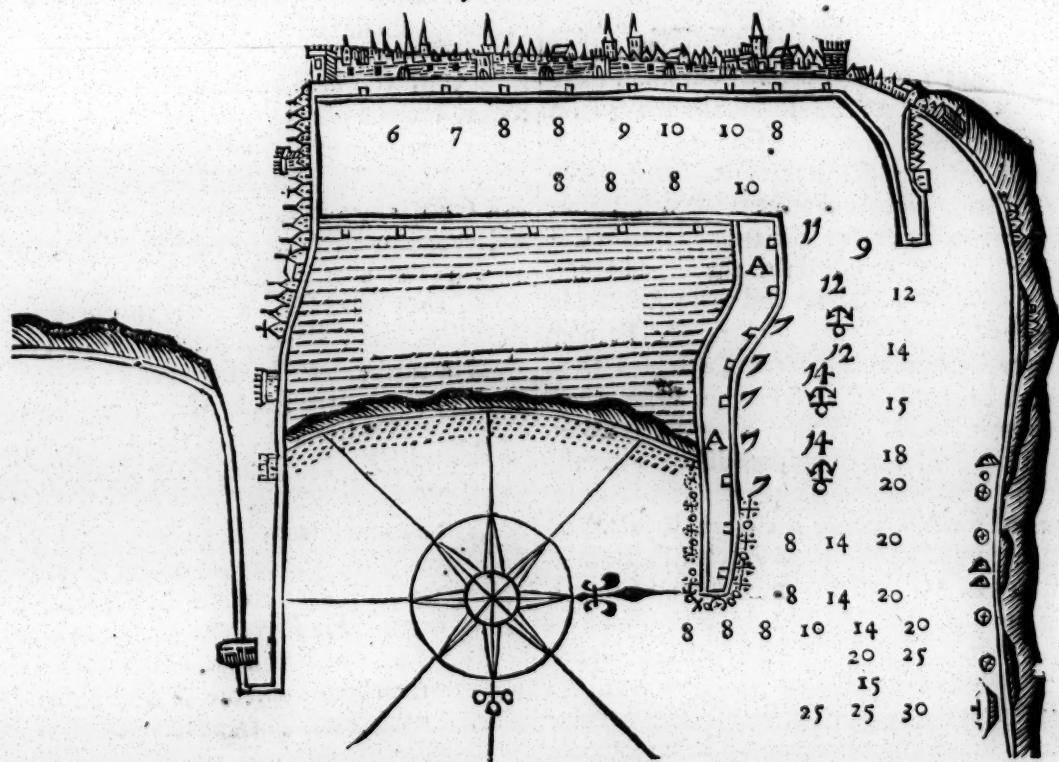
or three Leagues from you, then you may see the Tower of Genoua from below.

Genoua lies distant from Cape de Nolly E. N. E. seven Leagues. Between these two, about N. N. E. four or five Leagues from Cape de Nolly, lies the City Savona; between which and Nolly, lies a place called Dai, where you may also make good Rode.

Savona is a fine Town, where is much Earthen Ware made. Here was once a fair Haven, but those of Genoua, under whose Command it lies, have Savona: Damn'd it up to spoil their Trade by Sea, in so much that at present, there is not place for above six or seven Ships to lie safely, but for Barques that draw seven, eight, or nine Foot water, there is room enough.

If you would sail into the Haven of Savona, coming from the Eastward, then keep the North shore aboard, till you come to the Head, keeping the North shore nearest by one third part of the way over; and as soon as you come within the Head, let fall your Anchor, where you have not above fourteen, sixteen, or eighteen Foot water; there you lie with an Anchor to the Northward, and a Fast on shore at the Head, sheltered in all Winds excepting East, and E. S. E. and these Winds make no Sea neither. But Barques and small Vessels may lie quite within, where they lie as quiet as if they lay in a Ditch.

The City and Haven of Savona.



Betwixt Savona and Genoua, the Coast is well build-ed with Cloysters, Villages, and Castles; and the nearer Genoua you come, the more you find, which you may see as you sail by: But between them there is no points of Land to Anchor under, neither is it good Anchoring there if you can help it. Those that desire to go to Genoua, Porto Fin, or to Porto Specia, in regard of the strong Current that runs to the Westward; with East, or S. E. Winds, it's hard to get out of the Bay, therefore it's best keeping to

the Eastward of these places, except the Wind be Westerly, which there you seldom meet withal.

From Cape Delle Melle to Genoua, the Course is N. E. sixteen Leagues. Those that would go into Genoua, must keep Mid-channel between the Head or Mold, and the Light-House, or as some call it the Lanthorn; the Head on which the Light-House stands, the Ground thereof is not very clean, therefore shun it somewhat; and as soon as you are come within the Head, let fall your Anchor, where you Ride with two

M

Anchors

Anchors to Seaward, and two Fafts on the Head or Mold, on shore.

From *Genova* unto *Porto Fin*, the Course is E. S. E. six Leagues; all along this Coast is full of Houses, and other Buildings. There lies two long Villages by the Water-side, the Eastermost of which lies close to *Port Fin*; between these two, the Coast is not very clean, therefore (except in great need) I advise you not to Anchor there.

Porto Fin. The Haven of *Porto Fin* is not very wide to sail into, the West Point is high with a Light-House on it, and to the Westward of this Point of *Porto Fin*, is a good Road in an East and S. E. Wind, if you Anchor close under the Point.

To sail into Porto Fin. Those that would go into *Porto Fin*, must keep near the West Point, and then sail Westward, till you come before the Town of *Porto Fin*, and there Anchor in six or seven Fathom water, but go not too far in, for there it is shallow; in this Haven no Wind can hurt you. East of Cape *Fin*, is a great Bay, where lies a great Village behind the Point.

About a League East of this Bay, lies a Mountain, which when you come out of the Sea, seems to be an Island; by this Mountain, you may know the Cape. Afar off the Land, *Fin* it self seems to be an Island, lying very near the Main, the East-point hereof is low Land. When being somewhat far within the Bay, East of the Cape, then it is very high, and bare to look on, but at Sea it doth not appear to be so. At the East-end stands a Wall, and a Chappel, with some few Trees, with a sloping Descent downward; and half way between the East and West Points, a little from the Water-side, stands another Chappel, and near that at the Water-side, stands a Light-House. By these marks the Cape may be well known, and along this Coast, Eastward to *Porto Specia*, it is full of small points of Land lying out.

Porto Specia. From *Porto Fin* to *Porto Specia*, the Course is E. S. E. eight Leagues.

Those that would sail into *Specia*, must know there lies two Islands on the West-side of the River; on the Southermost stands a Tower, or Castle; leave that on the Larboard side, and sail East of it, between the Island and the Main, and Anchor near the first Point, on the West shore in six or seven Fathom, near a Castle on the West shore, or sail on to the second Point, on the other side of the Castle, and there Anchor in a fair sandy-Bay, at eight, ten, or twelve Fathom water, let your Anchor fall about two Cables length to the Northward of the Castle, in 8 Fathom water, where no Wind can hurt you. This Castle is low, like a Country House. This Castle, or Island, lies distant from the West Point N. N. W. Gunshot, or quarter of a League; the Duties there for Anchorage is twelve Royals. You may sail a great way farther in, and Anchor in the middle of the River, in 9 or 10 Fathom, very good Ground.

If you come from the Westward, and bound to *Porto Specia*, then you may sail betwixt the Islands that lie on the West Point, so that you leave the Island with the Castle, lying on the Starboard side; betwixt them you have four Fathom water, and being through, you sail into the River of *Specia*, and come to an Anchor where you will; but between the Main and the other Island, you have not above six Foot water.

Via Regio. From *Porto Specia* to *Via Regio*, it's E. S. E. six Leagues. At *Via Regio*, you Anchor in the open Sea, under the high Land, where there is good Ground; but if the Wind comes South, you must go into *Specia*.

From *Specia* to *Livorna*, the Course is S. E. by S. nine or ten Leagues. From Cape *Delle Melle* to *Livorna*, the Course is East, and E. by S. thirty two Leagues, but being near Cape *Gorsu*, set your Course

N. E. by E. you shall fall with *Livorn*, which is distant seventeen Leagues.

When you come by Cape *Gorsu*, which is Hilly, that lies between the Bay of *Freiul*, and the Bay *Garnano*, and if you would be at *Livorn*, set your Course between East, and E. by N. then shall you fall about two Leagues to the Northward of the Island *Gorgona*, and that Island lies distant from the aforesaid Cape about thirty five Leagues; but the City of *Livorn* lies distant E. N. E. and W. S. W. five Leagues. When you come near the Island *Gorgona*, then to the Eastward, you shall see an hilly Mountain, and the South end is highest; this Mountain is called *Monte Negro*. To the Northward of the City, the Land is so low, that being far off, you cannot see the Land, but more Northerly, betwixt *Via Regio* and *Porto Specia*, lies more high Land, which is much higher than *Monte Negro*; the Mountain of *Livorn*, by which *Livorn* may be known. Southward of the City stands a Light-House, it stands in the Water, that small Barques may sail round out; and to the Northward of the City, stand four old Towers in the Water, but there is no Watch kept in them, but sometimes upon the great white Tower, being the Northermost of all.

West, Northerly in the Sea, about a League and a half from the Light-House, lies a Rock, called the *Mellora*, those that would come into *Livorn* Road, must sail to the Southward of the same, where is a River, and to the Northward of it another River.

From the River to the Southward, lies a Bank: when you sail over the Bank, having twelve Fathom, you are far enough South from the Rock.

If you would sail to *Livorn*, and be to the Northward near the Island *Gorgona*, then sail East, and East by North, till you are past the *Mellora*, or sail East till the Island *Gorgona* lies W. S. W. from you, then steer E. N. E. till you come into the Road; and if by Night you sail from *Gorgona* E. N. E. you will not miss to see the Fire, and keeping the Fire E. N. E. from you, you shall not touch the Rock, or miss the River, for you are far enough to the Southward of it: you must not come too near the Light, for there lies off S. W. a row of craggy Rocks; but when you are past the Bank, and run over into twelve Fathom, then it deepens to sixteen, or twenty Fathom water; but as you come near the City, you have five and six Fathom, then sail N. E. a little to the Northward of the City, and Anchor near the four old Towers which stand in the Water: having then six, seven, or eight Fathom water, the Rock *Mellora* will lie then W. S. W. and the Light S. E.; there is good Riding in North, N. E. East, and S. E. Winds, but South, and S. W. are bad Winds.

When coming from Sea, the Rock *Mellora* lies E. by S. from you; you cannot sail above it, for the Current commonly sets to the Northward alongst the Bank, towards *Via Regio*.

Therefore when you would sail from that Road by Night, then keep not more Westerly than S. W. and S. W. by S. lest the Current sets you to the Northward of the Bank.

Coming from Sea you may keep more Northerly of the *Mellora*, and so come into *Livorn* Road, for there is also a Passage between the River that reaches Northward of the *Mellora*, and the Sand that lies before *Pisa*, that reaches toward the *Mellora*, where is about twenty, and twenty one Foot water; but this Passage is narrow and uneven on both sides, in so much that it's dangerous for such as are not acquainted with the Marks and Place.

Those that by Night would sail from the Road of *Livorn*, with a large Wind, must steer S. W. and

and S. W. by S, and keep their Lead, and observe the Current.

Piombino Point.

From *Livorna* to the Point of *Piombino*, the Course is S. by E. twelve Leagues; midway between both, about two Leagues from the shore, lies a stony Shoal, on which there is not above eight or ten Foot water, where Ships have been lost by Night.

The sand Northward of Piombino.

The Marks to avoid it are these: Being so far Southwardly that the Island *Capria* comes even with the North Point of *Corfica*, that you may see Cape *Corso* lie just to the Northward of *Capria*, you have then just the length of this Shoal. This is a certain Mark, that if a Line were stretch'd from this Shoal to the Point of *Piombino*, it would not differ.

From *Livorna* to the Island *Elba*, the Course is South, and S. by W. distant eleven Leagues, then you leave on the Starboard side, the Islands *Gorgona* and *Capria*; the last lies distant from *Livorna* S. W. and S. W. by S. and from *Gorgona* S. by W. eight or nine Leagues. On the East-side of *Capria*, is a great Creek, and fair sandy Bay, where you lie sheltered in S. W. and N. W. Winds.

From *Capria* to *Elba*, the Course is S. E. by E. six or seven Leagues.

The West-end of *Elba*, is high Land, you may see twelve or thirteen Leagues off, coming from the North, or Westward, but the East cannot be seen above six or seven Leagues in clear Weather.

The Island *Elba* lies from Point *Piombino*, about two Leagues, between these lie two other small Islands, on each of them stands a Light-House.

Elba.

On the N. E. side of *Elba*, is a good Haven, in which you lie sheltered in any Wind, and is called *Porto Feraro*; as you sail in, you leave the Castle on the Starboard side, and sail a little beyond the Head, and come to Anchor, where you have a Fast on shore, and two Anchors to Seaward.

Porto Feraro.

At the same Island is another Haven, called *Porto Longon*, on the S. E. side of the Island.

Longon.

There are two several Commanders over *Elba*; the Northernmost part, to wit, *Porto Feraro*, with the Castle, called *Cosmopoli*, is under the Command of the Duke of *Florence*; the South part with the Haven, called *Porto Longon*, is under the Command of the Duke of *Piombino*. About three Leagues S. W. from *Elba*, lies the Island *Planosa*, it's a low Island, having some Trees on it, and about four Leagues South of *Elba*, lies the Island *Monte Christi*, and S. E. by S. five Leagues off from the S. W. Point of *Planosa*, it's a very high Island.

Planosa, Formiges.

Three Leagues S. by E. from the West Point of *Planosa*, lies the *Formiges*, which are many Rocks lying together, about three or four times a Ships length, whereof some lie under, some above, and some even with the Water, yet the highest is not above five Foot above Water; you may sail close by them, except on the North-side, where there is a Tail of them, but may plainly be seen.

When you come from the West, or Northward, and would sail between *Corfica* and *Elba*, by the West of *Planosa*, and that you are about a League West of the N. W. Point of *Elba*, then steer S. S. W. and S. by W. and you cannot do amiss in sailing towards *Planosa*. When by Night, or in dark Weather, you think you have the length of it, then sail Southward with that Course, and you need not fear the *Formiges*. These are the marks, when the *Formiges* are East, Musquet-shot off, then lies the North Point of *Monte Christi* due East, and the South Point E. by S. three Leagues off, and the N. W. Point of the Island *Elba*, lies over the low Land of *Planosa*; so that about one third part of *Planosa*, reaches without *Elba*, which

are certain Marks by which the *Formiges* may be known; and being so low that you cannot see them, except near them, you may make your Account according to these Marks. When you see *Monte Christi*, and keep it E. by N. and sail towards, or from the same, then you run far enough to the Southward of the *Formiges*; or if you keep *Monte Christi* E. S. E. from you, then you will fall enough to the Northward of the same.

Those that by Night are forced between the Islands, and *Corfica*, to bear up, must be careful and shun *Corfica*; for the Inland is high, and the outward Land low; and so you may be deceived, in thinking you are a great distance off, when you are not.

In like manner when you stand over to the Eastward, be careful of shunning the *Formiges*, and *Planosa* which is likewise a low Island.

From the S. E. end of *Elba*, unto *Monte Argentato*, the Course is E. S. E. Easterly, thirteen Leagues.

At the East-end of *Argentato*, lies *Harcole*, a fair Haven; those that desire to go in here, must sail along by *Argentato*, till they come to the Haven, then may you see two Castles, between which you must sail in, and being in, let fall your Anchor on the West-side of *Argentato*, being good Anchor-Ground.

Three Leagues S. by W. of *Monte Argentato*, lies an Island, called *Xanuty*, and another Island more Westerly, called *Sigly*.

Xanuty, Sigly.

From *Monte Argentato*, N. W. three Leagues, lie other three Islands, the *Formiges* by name, the Westernmost whereof is the biggest.

Formiges.

The Description of *Porto Hercole*, and how you must sail in, is already described.

From *Porto Hercole* to *Civita Vecchia*, the Course is E. S. E. seven Leagues.

At *Civita Vecchia*, stands an old Wall, about a Fathom above Water, and on the West of it stands a Light-House, and behind the Wall is the Haven of *Civita Vecchia*; you may sail either East or West of the Wall, but the East side is deepest, to wit, five Fathom; and from the Point runneth a stream, which you must shun; and West of the Wall, you have but three Fathom in the entrance, but more when you are in: You Ride within the Wall with two Fast thereon, and your Anchors to Seaward.

From *Civita Vecchia* to *Ostia*, the River of *Rome*, the Course is E. S. E. six Leagues. In the mouth of the River lies an Island, East of the Island lies *Ostia*, which is now the Haven of *Rome*, and but for small Ships neither; and to the Westward lies *Porto*, which was the Haven in the time when *Rome* did flourish, and with great charges made very Rich and Wonderful, but the Haven is now quite spoiled.

From the River of *Rome* to Cape *Antio*, the Course is S. E. by S. five Leagues; it once had a fair Haven, and a City called *Neptimo*, and lies half a League East of the Cape.

From Cape *Antio* unto *Monte Cercelly*, the Course is S. E. by S. seven Leagues; between these two lies *Afruci*, that likewise had a Haven, this lies two Leagues East of Cape *Antio*.

From *Monte Cercelly*, lies a Point which seems to be an Island, far off the Land there is Morose and low, and round about *Monte Cercelly*, stands four or five Watch-Towers.

From *Monte Cercelly* unto *Grajeta*, the Course is E. by S. eight Leagues.

From *Monte Cercelly* to *Terracina*, is two Leagues and a half, there are several Creeks; *Terracina* was wont also to be a Haven, but is now spoiled.

Grajeta hath a fair Bay, where you may lie sheltered almost in all Winds, except S. E. which blows right

Grajeta.

right in. In the Bay of *Grajeta*, lies *Molla*, which once had a Head, or Mold, where many Ships might have lain: *Grajeta* lies upon a Mountain, and hath a Point, the Mountain is called *Monte de Sancta Trinidad*.

From *Grajeta*, unto the West-end of the Island of *Ischia*, the Course is S. E. by S. and S. S. E. nine Leagues.

From the East-end of the Island of *Ischia*, unto *Napoli*, the Course is N. E. five Leagues.

From *Ischia* bound to *Napoli*, you must sail N. E. till you get sight of *Monte dell Grego*, which appears like two Sugar-Loaves, and you leave it on your Starboard-side. If you would go to *Napoli*, sail on till you see it, and then run in between the Head and the Land, and Anchor in five or six Fathom water: behind the little Island *Nafita*, on which the Castle standeth, there is the Road for Ships that are bound out. You must go to the Westward of the Island, and Anchor in three or four Fathom, but to the Eastward the Ground is foul.

At the Island *Ischia*, is good Anchor-ground, and next the Fort that stands on the Hill, the Water going round it, go over a little Bridg into the Fort; you must Anchor at *Castellamer*, at the end of the Head near to the City.

The Island *Capry*, lies to the Southward of *Napoli* four or five Leagues, the Course is due South.

At *Capry*, is very good Oyl, and the best Silk in all Italy is made there.

From *Capry* to *Amalfy*, it's five Leagues, there is no Haven, but you lie in the Sea open, under the high Land. It is said, that there the use of the Loadstone was first found, and that the Body of St. *Andrew* lies there.

From *Amalfy* to *Salerno*, is two Leagues; before *Salerno* there is a good Sandy shore, and good Riding in North, and N. E. and Easterly Winds.

From *Salerno* unto Cape *Licosa*, the shore is very low, and up-land it's exceeding hilly, without a Haven to the Gulf of *Policastro*.

From Cape *Licosa* to point *Policastro*, called *Palmiro*, the Course is E. by S. and E. S. E. eight Leagues, in the Gulf of *Policastro*, under some Points, it's good Riding.

Four Leagues from *Policastro*, at the Sea-side, lies *Cierela*, there are very rich Wines, that take their name from the place *Cierela*.

All along to the Fare of *Messina*, there are no Havens but Roads, in some certain places.

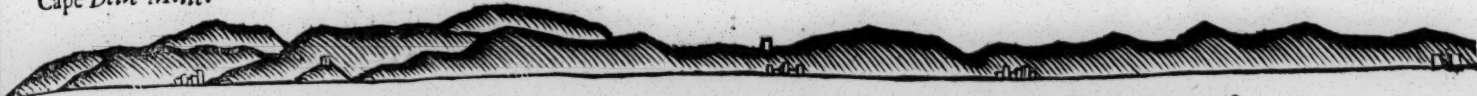
The several Courses and Distances from one Place to another.

From Cape *Delle Melle* unto Cape *Nolly*, the Course is N. N. E. 9 leagues
 From Cape *de Nolly* to *Savona*, N. by E. 4, or 5 leag.
 From *Savona* to *Genoua*, East, 5 or 6 leagues
 From *Genoua* to *Porto Fin*, E. S. E. 6 leagues
 From *Porto Fin* to *Porto Specia*, E. S. E. 8 leagues
 From *Porto Specia* to *Via Regio*, E. S. E. 6 leagues
 From *Via Regio* to *Livorne*, S. by E. 6 leagues
 From *Livorne* to *Piombino*, S. by E. 12 leagues
 From *Piombino* to *Monte Argentato*, S. E. by S. 13 leag.
 From *Porto Hercole* to *Civita Vecchia*, E. S. E. 7 leag.

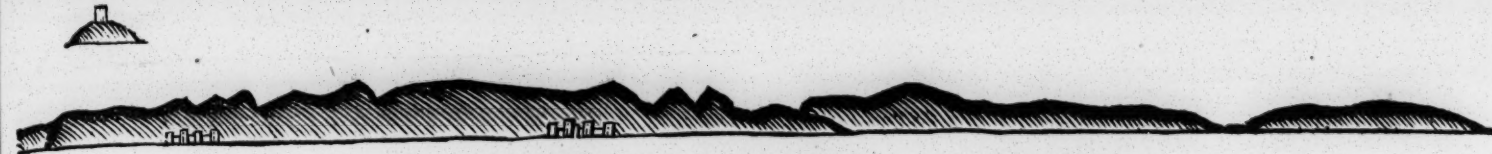
From *Civita Vecchia* to *Ostia*, the Haven of *Rome*, E. S. E. 6 leagues
 From *Ostia* to Cape *de Antio*, S. E. or S. E. by S. 5 leagues
 From Cape *Antio* to *Monte Cercelly*, S. E. by S. 6 leag.
 From *Monte Cercelly* to *Gata*, E. by S. 8 leagues
 From *Gata* to the Island *Ischia*, S. E. by S. 9 leagues
 From the East-end of *Ischia* to *Napoli*, N. E. 5 leagues
 From *Ischia* to *Castellamer*, E. N. E. 7 leagues
 From *Monte Christi* to the Island *Palmerola*, S. E. by E. 34 leagues
 From *Palmerola* to *Pontio*, E. by S. 4 or 5 leagues
 From *Pontio* to the Island *Ischia*, East, 10 leagues
 From *Napoli* to *Capry*, South, 4 leagues
 From *Capry* to Cape *Licosa*, E. by S. 10 leagues
 From Cape *Licosa* to Cape *Forella*, or the Point of *Policastro*, E. S. E. and E. by S. 8 leagues
 From Cape *Licosa* to the Cape of *Manthia*, S. E. 18 leagues
 From Cape *Licosa* to the Cape of *Baticano*, S. E. by S. 26 leagues
 From Cape *Baticano* to the Point of *Messina*, S. by W. 6 leagues
 From Cape *Delle Melle* to *Genoua*, N. E. 15 leagues
 From Cape *Delle Melle* to *Porta Fin*, N. E. by E. Easterly, 18 leagues
 From Cape *Delle Melle* to *Porto Specia*, E. by N. Northerly, 24 leagues
 From *Delle Melle* to *Livorna*, East, E. by S. 32 leagues
 From *Delle Melle* to *Piombino*, E. S. E. 36 leagues
 From *Delle Melle* to Cape *Corso*, S. E. Easterly, 20 leag.
 From *Genoua* to *Livorna*, S. E. and S. E. by E. 24 leag.
 From *Porto Specia* to *Livorna*, S. E. by S. 10 leagues
 From *Porto Specia* to Cape *Corso*, S. S. W. 20 leagues
 From *Livorna* to the Island *Gorgona*, W. S. W. 85 leagues
 From *Livorna* to the Island *Capria*, S. W. and S. W. by S. 8 or 9 leagues
 From *Livorna* to Cape *Dragonie*, W. S. W. 5 leagues
 From *Livorna* to the Island *Elba*, South, and S. by W. 11 leagues
 From *Livorna* to Cape *Corso*, West, 17 or 18 leagues
 From *Elba* to *Gorgona*, S. S. E. 10 leagues
 From *Elba* to *Capraia*, N. W. by W. 6 leagues
 From *Elba* to Cape *Corso*, W. by N. 13 leagues
 From the N. W. end of *Elbe* to *Planosa*, S. by W. 4 leagues
 From *Planosa* to the *Formigers*, South, & S. by E. 4 leag.
 From the *Formiges* to *Monte Christi*, East, 3 small leag.
 From the S. E. end of *Elba* to *Monte Christi*, S. by W. 4 or 5 leagues
 From *Elba* to *Monte Argentato*, E. S. E. 13 leagues
 From *Ischia* to *Stromboli*, S. E. and S. E. by S. 36 leag.
 From *Capraia* to the S. E. Point of *Sardinia*, S. W. by W. 60 leagues
 From *Capraia* to the Island *Ustica*, S. W. 40 leagues
 From *Capraia* to *Allicur*, South, 30 leagues
 From *Capraia* to Cape *Licosa*, E. by S. 10 leagues
 From Cape *Licosa* to Cape *Manthia*, East, 18 or 19 leagues
 From Cape *Manthia* to *Stromboli*, S. W. by S. 9 or 10 leagues
 From *Ischia* to *Stromboli*, S. E. 36 leagues
 From *Capraia* to *Allicur*, South, 30 leagues
 From Cape *Licosa* to *Stromboli*, South East, and S. E. by E. 23 leagues

In what manner these Lands appear at Sea.

Cape Delle Melle.



In this manner appears Cape *Delle Melle*, when it lies W. N. W. five Leagus off.



This is the following part of the Land above, it reacheth to *Savona*.



In this manner appears Cape *de Noll*, lying N. by E. distant six Leagues.



In this manner appears the Land betwixt Cape *de Noll*, and *Genoua*, when four Leagues from the Land, the West-end lying W. S. W. and the East-end here below E. by N.

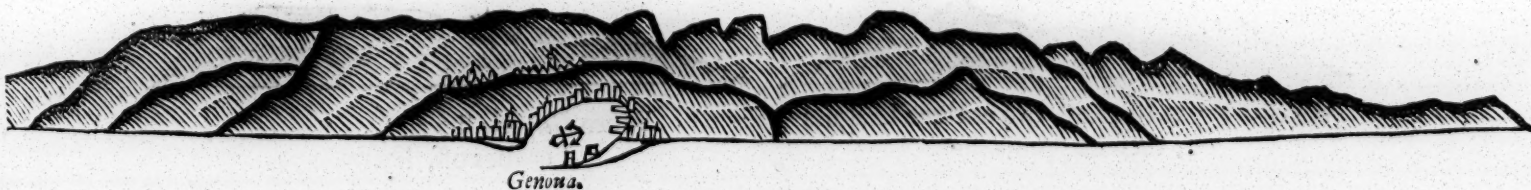


This belongs to the last, the Crosses must be joynd together.



Savona.

In this manner appears *Savona*, and the Land next to it, as you sail by it.



Genoua.

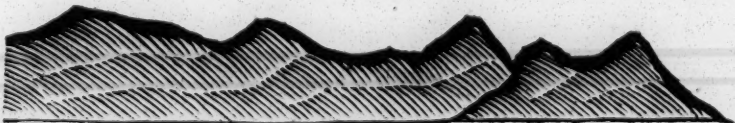
In this manner appears *Genoua*, and the Land thereabouts, and is the following part of that above.



In this manner appears Cape *Fin*, when the West-point lies N. by W. two Leagues off, and the East-Point N. E. three Leagues from you.



In this manner appears the Point of *Porto Specia*, coming from the Westward, when the Rock with the Castle on it, lies N. E. by N. from you, and distant four Leagues, then lies the Island *Gorgona* S. E. nine Leagues distant.



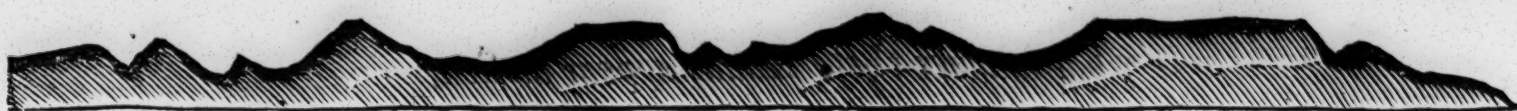
When the West-point of *Porto Specia* lies N. E. by N. five Leagues from you, then it shows thus.



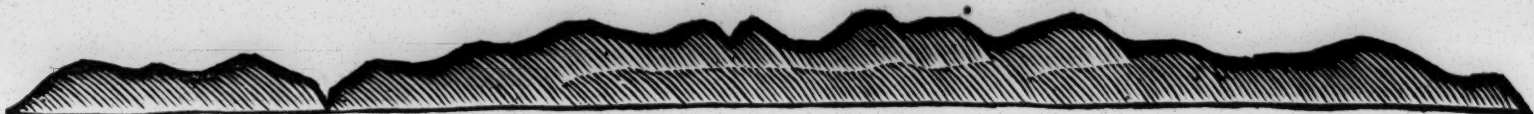
N. E. by N. five Leagues distant.

N

In



In this manner appears the high Land of *Porto Specia*, when the Eastermost high Point lies E. by S. then *Via Regia* lies close by that high Land, and hath a little Tower, then you may just see the Tower of *St. Peter* lying E. S. E. from you, it lies about a League without *Pisa*; at the foot of this high Mountain is a Plain full of Trees.



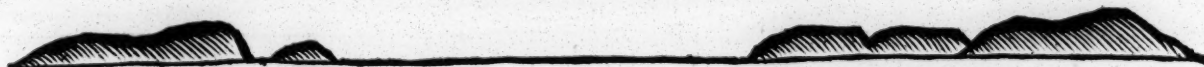
In this manner appeareth the same Mountain, a little to the Northward of *Livorna*, being near *Gorgona*.



In this manner appears the Land behind *Livorna*, which is called *Monte Negro*, when the S. W. Point lies S. E. by S. about eight Leagues from you, then you can just see it.



In this manner appears the aforesaid Mountain *Negro*, behind *Livorna*, when the North-point lies E. by N. and the South-point E. by S. from you; and being due North from *Gorgona*, the low Land following is joyned to the South part of it S. E. by E. from you, and reacheth to *Piombino*; the City *Livorna* lies at the North-end of this Mountain.



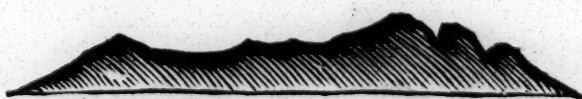
This Land to the Southward of *Monte Negro*, appears thus, and reacheth forward towards the Point of *Piombino*, S. by E.



When the Island *Gorgona* lies East four or five Leagues off, it shows thus.



When the Island *Gorgona* lies E. by S. and E. S. E. three or four Leagues off, it appears in this manner.



When *Gorgona* lies S. E. two or three Leagues off, then it appears thus.



When *Gorgona* lies S. S. E. two or three Leagues off, it shows thus.



Gorgona lying North three Leagues from you, appears thus.



Thus appears *Gorgona*, when it lies S. S. E. nine Leagues off.



Two or three Leagues North of *Gorgona*, it's thus.



Thus shews the Island *Capraia*, when you first see it without the North-point of *Corsica*, distant from the Point three or four Leagues, it lies then East, and E. by N.



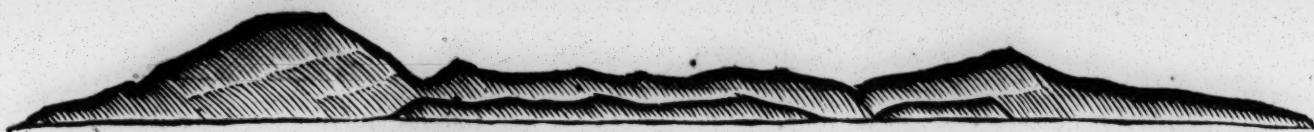
When the Island *Capraia* lies S. E. from you distant six or seven Leagues, it's thus.



When *Capraia* lies six or seven Leagues S. by E. from you, then it shews thus.



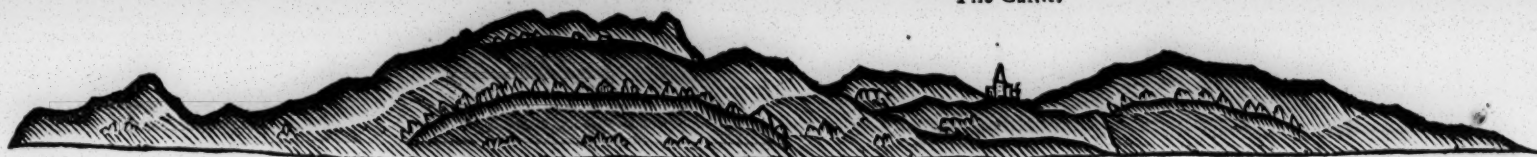
Being to the Northward of *Gorgona*, and *Capraia* lying S. by W. from you, then it shews thus.



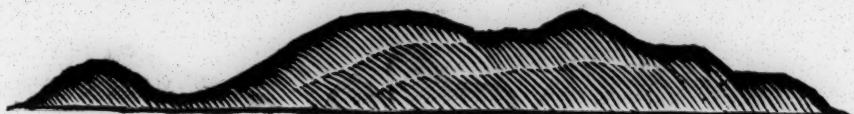
The Island *Planosa*.

In this manner appears the South-end of *Elba*, when the West-end lies N. E. five or six Leagues off, and the East-point E. N. E. seven or eight Leagues: The Island *Planosa* you may then see lying over against *Elba*; the low Land is *Planosa*.

The Castle.



Elba lying E. N. E. one large League, appears thus.



The Island *Gigio* bearing S. by W. four Leagues off, it's thus.



When *Elba* lies S. E. by S. nine Leagues off, it appears thus.



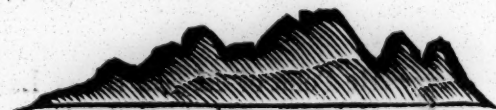
Thus appears *Planosa*, distant two or three Leagues, it's low Land overgrown with Brambles.



Planosa, when you sail between it and *Elba*, appears thus.



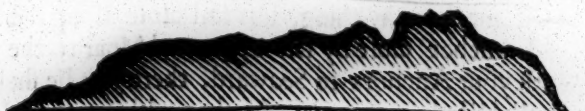
Thus appears *Monte Christi*, when lying S. E. five or six Leagues off.



When *Monte Christi* lies E. S. E. three Leagues off, it shows thus.



When *Planosa* bears East two Leagues off, it's thus.



Monte Christi N. W. eight Leagues off, shews thus.



When due West of *Planosa*, then *Zanuly* near *Monte Argentato*, about E. by S. from you, shews thus.

Monte Argentato.

Porto Hercoli.



Thus shews the Land of *Monte Argentato*, when two Leagues from it.



This belongs to the other, the O Os must be joyned together.



Thus shews the Island *Ventitocne*, being Southward three Leagues.



Niria to the Westward of *Naples*, when you first get sight of it sailing towards *Naples*, shews thus.



In this manner appears *Monte Grego*, Eastward of *Naples*, like two Sugar-Loaves.



Capria three Leagues off, shews thus.



Capria, in sailing into the Bay of Naples, shews thus.

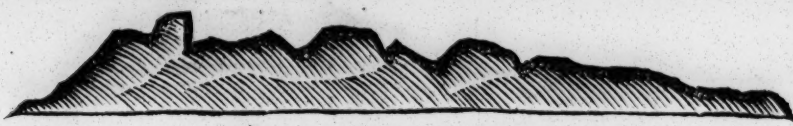


Pontio N. E. by N. eight Leagues off, shews thus.

Palmerola N. E. by N. five Leagues off, shews thus.



Monte Cercelli East, and E. by N. five Leagues off, shews thus.



Monte Cercelli N. by W. five Leagues off, shews thus.



Palmerola and Pontia, W. by N. from you three Leagues off, shews thus.

Ischia S. W. by W. three Leagues off, shews thus.

C H A P. V.

Containing a Description of the Sea-Coasts of Sicily, Malta, and Barbary, from the Island of Tabarca, toward the East.

THE Point of *Messina* is low Land and sandy Ground, on which stands a Light-House; about three Leagues Southward of this Point, lies the City, it's the best Haven in *Sicily*, having a large Mold thereto, in case that would go in there, need not fear any thing, but sail close along the shore, and Anchor close by the City, and Moar to the Mold with your Anchors to Seaward, there you lie sheltered in all Winds; you may Anchor without the Haven, it's all good Ground.

Those that would sail through the Haven of *Messina* from the Southward North, must keep near the Coast of *Galabria*, or the Main-land, for the Current commonly sets to the Northward; and contrariwise, those that would sail Southward through, must keep near *Sicily*.

But this must be known and observed, That the Current on *Sicily* side, runs sometimes so forceable and fierce, as a Mill-stream almost, especially the Flood; so that those that go in there, in still and quiet Weather, can hardly get out again, and therefore avoid it.

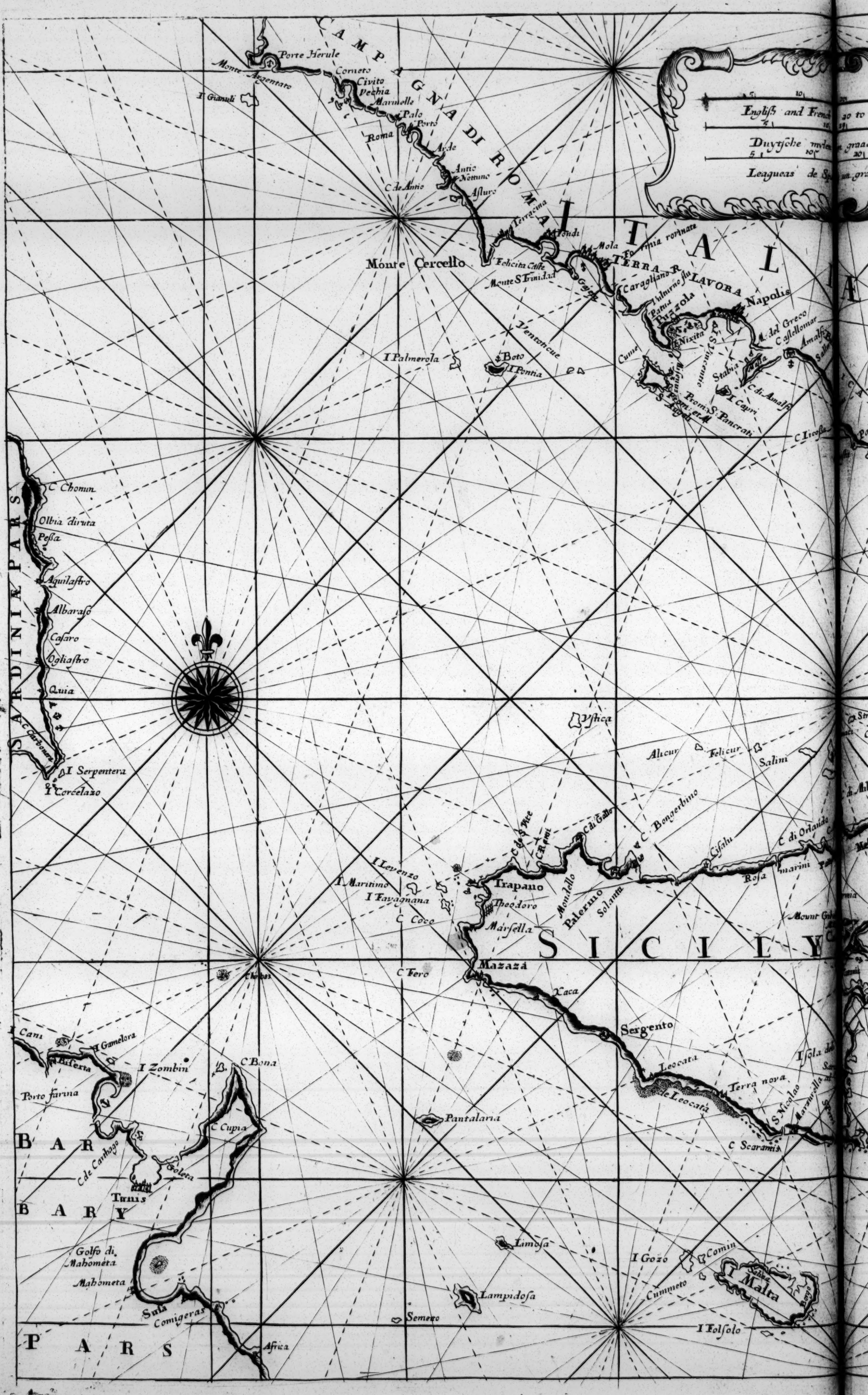
The Fare of *Messina*, reaches about S. by E. and N. by W. six or seven Leagues.

From the Point of *Messina*, to the Point of *Melasso*, the Course is W. by S. seven or eight Leagues; under the Point of *Melasso*, there is good Road.

From the Point of *Melasso*, to the Point of *Solanto*, or to Cape *Bongerino*, the Course is W. by S. twenty Leagues; close by Point *Solanto* lies a great Rock, upon which stands a great Light-House, and Eastward of it, is the Bay of *Solanto*; there is good Ground, and good Riding in Southerly Winds.

West of Point *Melasso*, lies a great Creek about three Leagues long; in the Bay lies the City of *Palermo*, those that sail thither must keep Westward, right with the Haven, and Anchor behind the Head or Mold, with two Stern Fast on the Mold, and an Anchor to Seaward, where you lie in six Fathom water, sheltered in all Winds.

Cape *Gallo* lies distant from *Palermo* three or four Leagues; from Cape *Gallo* to *Trapano*, the Course is S. W. by W. nine Leagues. The City *Trapano* lies on a small Point of Land, which reaches from the West-end of *Sicily*.



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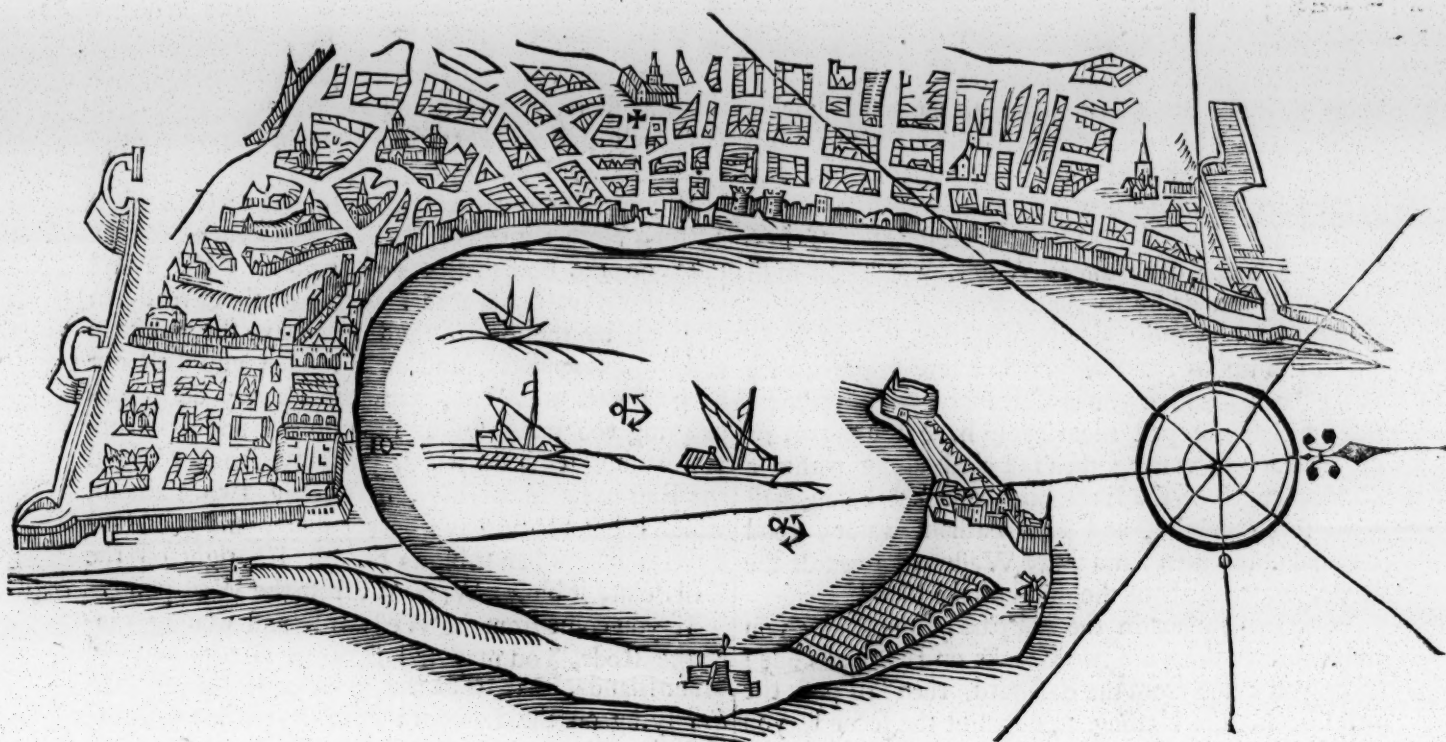
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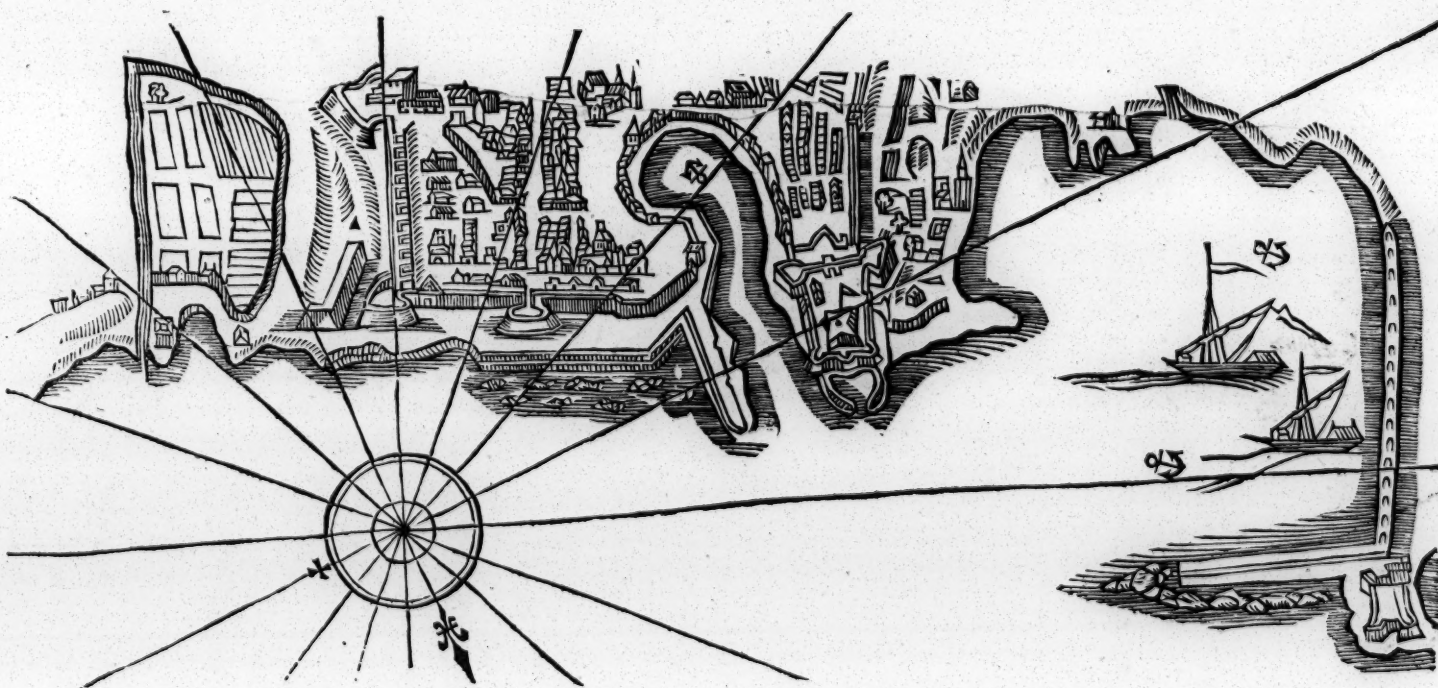
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The Haven of Messina.



The Haven of Palermo in Sicily.



Those that being to the Northward of the Islands, would sail to *Trapano*, must steer E. S. E. till they come to a little Island, whereon stands a Castle called *Colombiere*, and keep to the Southward of the Island and Anchor between it and the City *Trapano*, in five or six Fathom water, where you lie well in most Winds; at this Place there is much Salt made.

To the Northward of *Sicily*, lie the Islands of *Stromboli*, *Lipari*, *Lefani*, *Fillicur*, *Allicur*, and *Ustica*. The Island *Stromboli* smokes continually, and lies from *Messina* N. W. If you would sail from the Fire-Boat of *Messina* to *Naples*, or *Gajetta*, and sail N. W. you will hit exactly with *Stromboli*; near the Island *Ischia*, under *Stromboli*, is good Rode for Westerly Winds.

Lipari lies distant from the Point of *Messina* W. N. W. and from the Point of *Solanto* N. E. by E. twenty

six Leagues; to the Westward of which lies *Fillicur*, and *Allicur*.

The Island *Allicur*, and the City *Palermo*, lie distant S. W. by S. eleven or twelve Leagues, and *Ustica* lies distant from *Palermo* N. by W. eleven Leagues; on the Island of *Ustica* stands a little Church, there is good Riding near the Church.

Ustica and *Maritimo*, lie distant N. E. and S. W. twenty six Leagues.

From *Algier*, or Cape *Caxines*, to Cape *Bugaroni*, the Course is E. by N. 46 Leagues.

From Cape *Bugaroni*, to Cape *de Ferro*, E. by N. ten Leagues, between which is a great Bay.

From Cape *Fero*, to the Island *Gallita*, the Course is E. by N. and E. N. E. thirty Leagues.

Gallita lies distant from Cape *Pulio* in *Sardinia*, due South twelve Leagues, and from the Rock *Tero* S. by E. and S. S. E. fifteen Leagues.

Gallita is a little Island not full half a League long, and lies near East and West; at the West-end lies some Rocks, and at the East-end is a high Point, with a sharp Pike like to a Sugar-Loaf, near which there lie some Rocks also; but on the South-side is good Rode for Northerly Winds. This Island is full of Rocks, neither doth any dwell thereon, and lies in the Latitude of 37 deg. 45 min.

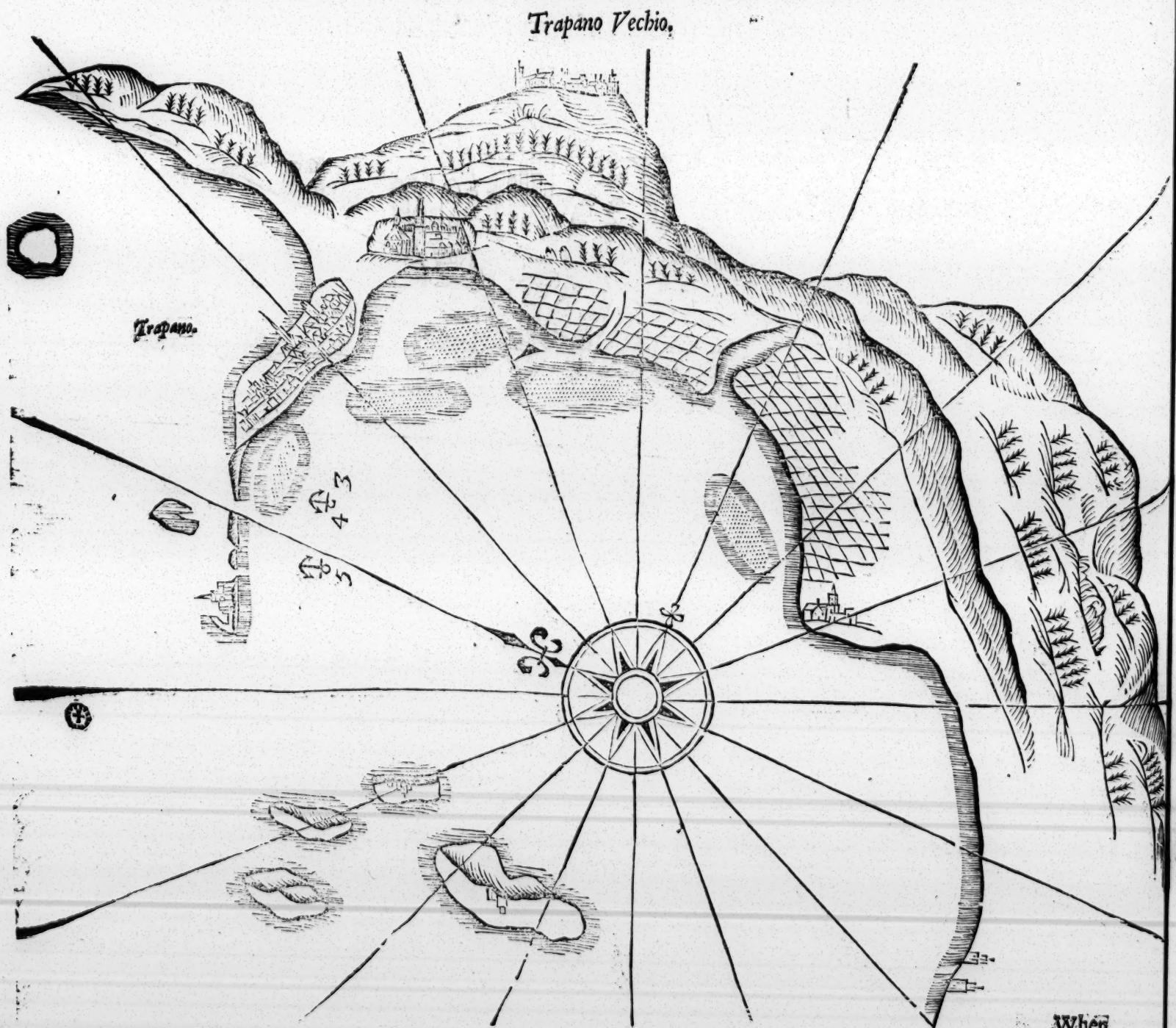
A large League S. W. of the West Point of *Gallita*, lie some few Rocks under Water, which you must shun. If you desire to Anchor under the Island of *Gallita*, coming either from the Northward, or Eastward, run up to the East-point, where you may see three Rocks, which you must leave on your Starboard side, and being past them, you have nine, ten, or eleven Fathom water; then sail close along within a Cables length of the East-point, and there you shall have seven, eight, and nine Fathom water, good Ground; and then stand away Westward towards the Rode, which is about the midst of the Island.

Now to Anchor in the best part of the Rode, you must observe there are two Creeks on the South-side; when you come from the Eastward, then sail past the first Creek, and coming over against the second, you shall see lying in the Land, not far from the Waterside, a gray plot of Land, near which is the best Rode,

and sandy Ground, there Anchor in ten or twelve Fathom, which will be almost ashore, for it's steep too; and there you lie sheltered in N. E. and North, and N. W. and Westerly Winds; you have also good shelter before the Island, or the Rocks that lie at the West end of the Island; but with Storms at North, the Sea runs round the Island, and then if you lie far from the shore, you rowl and tumble very much. In this Rode under *Gallita*, the Current commonly sets to the Eastward alongst the Island.

If you sail along the said East-point of *Gallita*, in a strong Notherly, or N. W. Wind, that then over the Pike on the East-point, you will have the Wind come down in Gusts and Flaws, sometimes ready to carry all by the Board, and will make the Sea rage and lie exceedingly, and on a sudden you shall not have a breath of Wind; therefore it's very dangerous carrying too much sail at such times; and if in case you cannot fetch the Rode, you may Anchor behind the East-point in twenty, or twenty two Fathom, which is but a little way from the shore, and good sandy Ground; when it blows N. N. E. right off the East Point, it blows W. S. W. from the West-point.

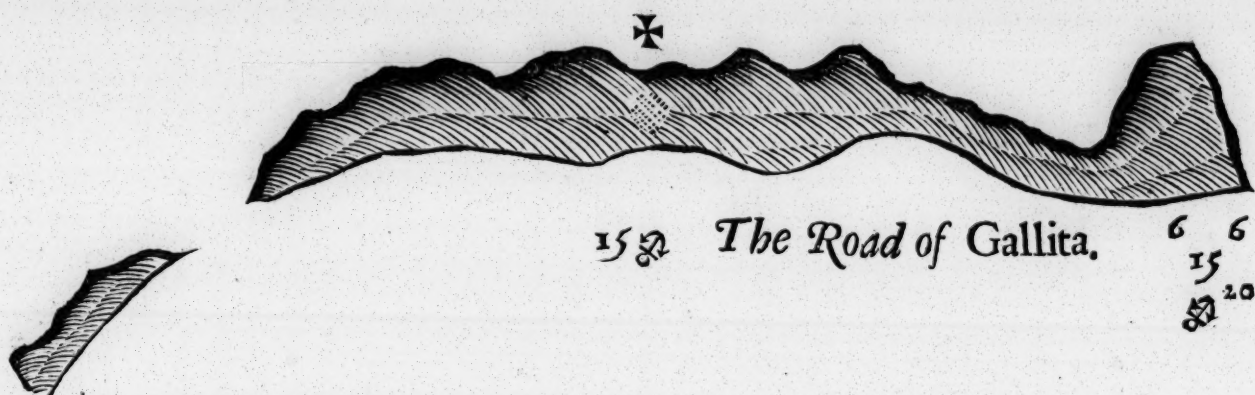
If you come from the Westward, and would go into the Rode, you may sail between *Gallita* and the other Islands, that lie at the West-end, leaving *Gallita* lying on the Larboard side; and when you are past the West-point, run up Eastward to the Rode, and near the shore as aforesaid.



When you lie in *Gallita* Rode, you may see the high Land of *Barbary*, the Land of *Tabarca* lies then distant S. by W. nine or ten Leagues.

When you are coming from the Northward, and sailing towards the Island *Tabarca*, you must first make *Gallita*, and so from thence shape your Course S. by W. somewhat Westerly, for the Current there commonly sets to the Eastward, and inclinable much to Westerly Winds; for these reasons you should keep to the Westward.

The Island of *Tabarca* is small, about half a League in Circumference, and it lies in a great Creek, a Gun-shot from the shore, it's very ealie to be known; the Land to the Westward of it, reaches almost East and West, to Cape *de Bona*, it's a high barren Land; and to the Westward of it stands a white *Turkish* Watch-Tower about a League off, but to the East of *Tabarca*, the Land lies along N. E. and S. W. unto Cape *Negro*, seven Leagues, and is all fair sandy Ground.



In this manner appears the Road of *Gallita*, then the Rocks by the East-point lie behind the West-point, and cannot be seen; near the Cross is the Gray spot of Land, which is the best Road in 14 or 15 Fathom: In both Creeks here and there, are some spots of sandy Ground, where you may land with a Shallop, or Boat.

About a League to the Westward of *Tabarca*, stands a little Castle built on a high Point of Land by the *Christians*, and afterwards won from them by the *Turks*; near this Castle lies a fine small Creek, and two Leagues West of *Tabarca*, lies Cape *Rossa*, which is a reddish stony or rocky Point. Westward of this Cape the Land seems to have a Bay, and all along with sloping Points, but not so stony or rocky, as the Land betwixt Cape *Rossa* and *Tabarca*, nor hath any such sandy Hills as lie to the Eastward of *Tabarca*, by which *Tabarca* may be known. As you lie at Anchor before *Tabarca*, the Westernmost Land you can then see, is W. by N. sixteen Leagues from you, Cape *Negro* lies then N. E. from you.

On the North-side of the Island of *Tabarca*, stands a great Castle near the Water-side, with four or five small Castles round it, to defend it from the *Turks*.

On a Point of Land (there on the Main) stand two Corn-Houses by the Water-side, and about two Ships length to the Northward of these Houses, there runs a ledg of Rocks off to Seaward, three, four, six, nine, twelve Foot under Water, but may be discerned by reason of a rippling on the Water, especially in Northerly Winds.

When you come out of the Sea with a N. E. or N. W. Wind, and desire to go into the Road of *Tabarca*, then sail toward the said Eastermost Point, and let fall your Anchor three or four Ships length to the Eastward of the said shoal, in four or five Fathom water, and carry a good Fast on shore; or, Anchor about half a Ships length from the Northermost Corn-House. And if you cannot use your own Boat, then call ashore, or fire a Gun, and you will have a Pilor come off with a Barque, and carry the Fast ashore for you; and may then with that shore-fast, heave two or three Ships length further in, whereby you will lie under that shoal on which the Sea breaks, better sheltered than before; you must lie with a good Anchor to Seaward, and there ought to be a good Cable on shore, made fast to a Rock that lies four or five Foot above Water, and must be well served, and cackled, five or six Fathom from the Rock: For if it be not, and it should come

to blow a Storm, and your Cable should cut for want of service, you may lose your Ship and Lives. For behind the Island is a River, whose Water with a N. W. Wind, runs so fierce, that a Ship hath much to do to lie there: in the Road behind the Rock you may lie, where you have seventeen, eighteen, or twenty Foot water, in a storm at West, or W. N. W. but in a North, or N. N. W. storm, there is no Riding, for then you were better Ride without the Rock, next the little Castle that stands to the Eastward of the great Castle, in eight or nine Fathom water, where you must let fall two Anchors; if you lie close to the shore, then you lie sheltered in West, and W. N. W. in East, or E. S. E. Winds; but these Winds seldom blow here. This is a place for Ships of a small draught of Water, but for great Ships of seventeen or eighteen Foot draught, they must not lie here, but must lie close to the Island without, in eight or nine Fathom water, where you are sheltered in Westerly Winds, but a North, and N. N. W. blows right on you, having nothing then to Windward of you.

On the West-side of *Tabarca*, is likewise a Road for small Vessels, that draw eight or ten Foot water. There reaches from the West-point a Banck, between which and the Main you may sail, leaving the Banck on the Larboard side; without the Banck its nine or ten Fathom deep, but within it's but shallow; coming within the Banck you run to the Northward behind the Island near the shore, and lie Moored with four Hausers, sheltered in West, and N. W. Winds, which are there the worst Winds that blow.

Tabarca is round about Rocky and foul Ground, except on the South-side, there is a little sandy shore, where they of the Island in bad Weather lay their Shallops. Right off the Island Westward, upon the Coast of *Barbary*, lie several Rocks above Water.

From *Tabarca* Westward, alongt the Coast of *Barbary*, close to the shore, you have fifteen, sixteen, or eighteen Fathom water, stony Ground, and bad Anchoring; but to the Eastward, between *Tabarca* and Cape *Negro*, you have good sandy Ground, and six or seven Fathom water, except very near a Point

that lies there one League and a half off *Tabarca*, which is bad Ground, but in six, seven, or eight Fathom water it's all good even Ground.

The Island of *Tabarca* belongs to *Genova*, and is inhabited by them, who at present have Peace and Trading with the *Turks*, who sell them all sorts of Grain, Hides, Wax, and Wooll, and many other Commodities and Victuals, which is Transported by them to *Genova*.

Cape Negro.

Cape *Negro* lies distant from *Tabarca* N. E. seven Leagues, and is a Point which reacheth out into Sea; and shews (coming from the Eastward) like an Island, Westward of it is a little Creek; being past this Point, you sail by three or four more, then you meet with two little Islands, the Westermost of which is the least, and to the Eastward lies a small Rock three or four Fathom, high and sharp like a Steeple, and when you are to the Northward of it, you may see quite through it, and to the Southward of it is a fair sandy Bay, and from thence all along it's a good sand shore, with many fair sandy Bays, by which you may sail reasonably near. The Land at first trendeth E. N. E. and afterwards E. by N. about eight Leagues, and then you meet with a point of Land with a round Mountain, the Point is called Cape *Marabut*; from thence Eastward the Land is Hilly, and hath many Creeks, and East of it is another long even Point of Land, and there-about lies the City of *Biserta*.

Cape Marabut, and Canyon.

Cape *Marabut* lies distant from the Island *Gallita*, E. S. E. thirteen Leagues; three Leagues to the Eastward of the same, close to the shore, lie two Islands, called *Cany*; and from thence lies Point *Guardia*, distant E. by S. four Leagues. From Point *Guardia*, to the Island *Gomerola*, the Course is S. E. by E. three Leagues. From *Gomerola*, to the Island *Zombora*, East, eight Leagues, and from thence to Cape *Bona*, it's E. by N. five Leagues, and from *Zombora*, to the Gulf of *Tunis*, S. W. eleven Leagues. A little East of *Gomerola*, lies Cape *Cartago*, and from thence the Land falleth into a great Bay, between *Gomerola* and Cape *Bona*; in this Bay lies the City *Tunis*.

Cartago Road.

Under Cape *Cartago*, you may Ride in a S. W. Wind; from thence N. E. by E. 13 Leagues, lies Cape *Bona*, on which stands a Light-House.

Alongst this Coast, from Cape *Negro* to Cape *Bona*, the Current runs to the Eastward; therefore those that sail along this Coast, and desire to go to any of these Places thereabouts, must observe and keep to the

Westward, for here you have much Westerly, S. W. and N. W. Winds.

Eleven or 12 Leagues to the Northward of the Gulf of *Tunis*, lie the Rocks *Chirby*, or the *Quells*, and lie distant of the Island *Gallita*, East, and E. by N. about thirty two Leagues, and from Cape *Bona*, N. N. W. 13 Leagues, and from the Island *Favagnana*, at the West side of *Sicily*, W. by S. twenty two Leagues. Those Rocks called the *Quells*, lie a little above Water, on which sometimes there goes a very great breach of the Sea; for close to them on the South-side, is thirty Fathom water, you may sail on both sides of them, there is no danger but what you may see.

From Cape *Bona* to Cape *Cupia*, the Land lieth along S. S. E. 20 Leagues, from Cape *Cupia* to *Susa*, S. by W. ten Leagues, between which is a Bay, called Gulf de *Machomita*; from *Susa* to *Comegeras*, the Coast trendeth S. S. E. four Leagues, and then you have five Leagues to the City *Affrica*, and from the City to *Affacus*, it trendeth S. E. 8 Leagues.

About three Leagues from this Point, lies the Island *Gherchiny*, which is about 11 Leagues in length, and fowl round about; at the West-side of the Island lies a great Flat; from the South and North-end of the Island, the said Rocks, or Shoal, reacheth N. W. into the Sea, four Leagues towards *Affrica*.

The Island Gherchiny.

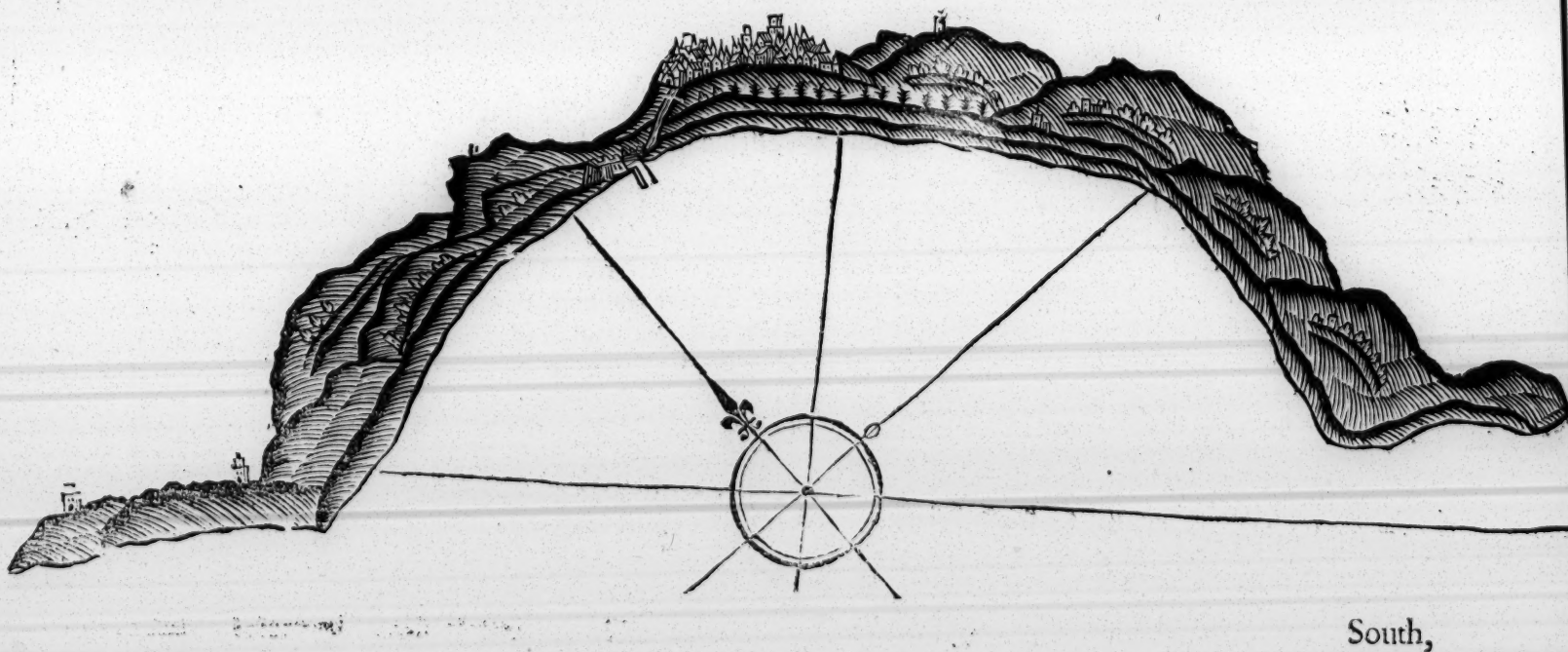
There are three large Islands, (and some small ones) that lie at the West-end of *Sicily*, which are very high, their names are *Maritimo*, *Favagnano*, and *Livorno*; the West-end of *Sicily* is also very high, by which it may be known. The Island *Maritimo* is the Westermost, and lies distant West, from the West-end of *Sicily* five or six Leagues, and is the highest of the three, and in clear Weather may be seen 16 Leagues off; when to the Northward, *Livorno* is the Northernmost of them, and then it seems like two long Hills. *Favagnano* is the Southernmost and largest, and hath much low Land about it; on the South-end of it stands a Castle, and on the low Land stands a House; this Island is very uneven and ragged, and may well be known.

Maritimo, Favagnano, Livorno.

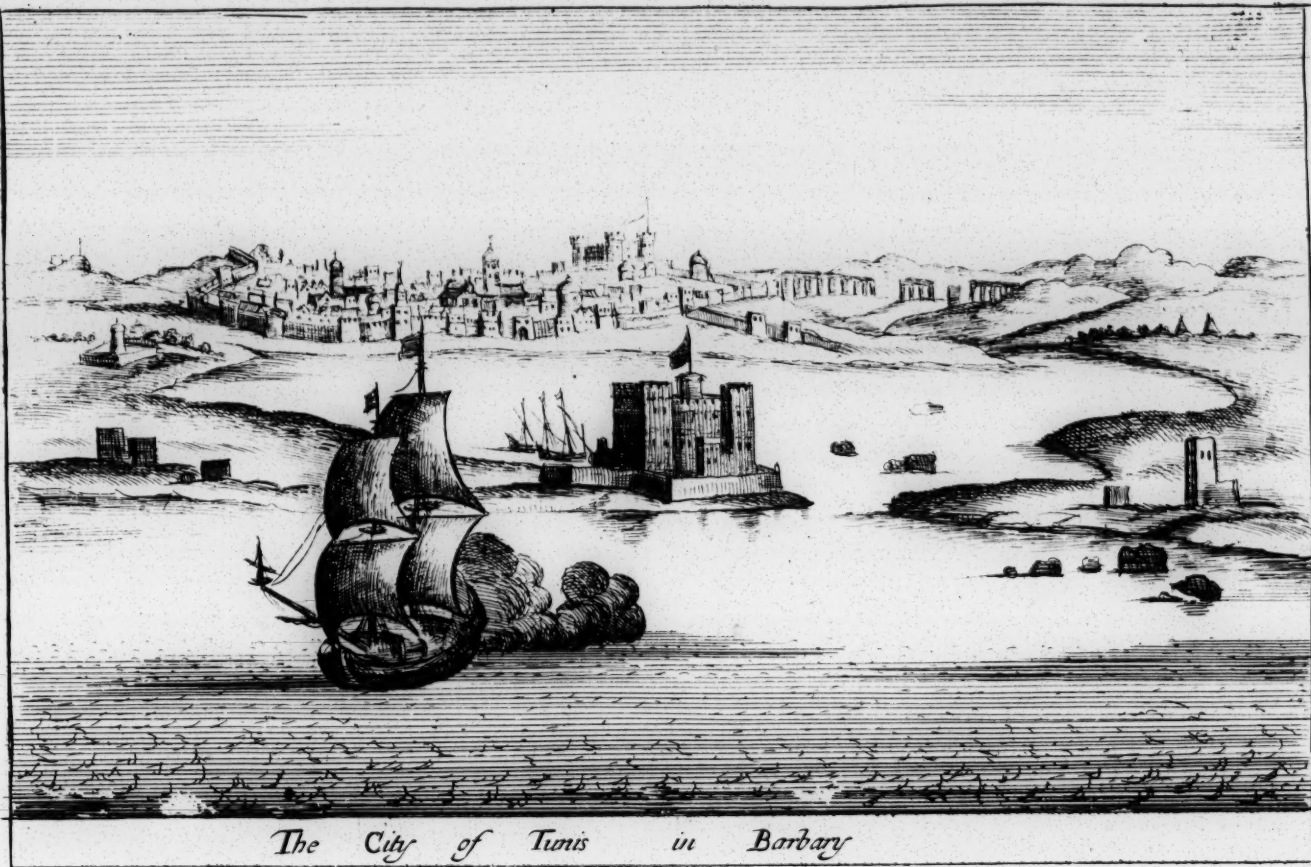
They that come from the S. E. Point of *Sardinia*, or from *Calliar*, and sail E. S. E. and S. E. by E. they shall be sure to fall to the Southward of the Island aforesaid, and to the Northward of the *Quells*, and sail between them; and with this Course you shall fall to the Northward of *Malta*.

The City *Trapano* lying on the S. W. Point of *Sardinia*, from whence to Point-*Masara*, the Course is

Vergento.



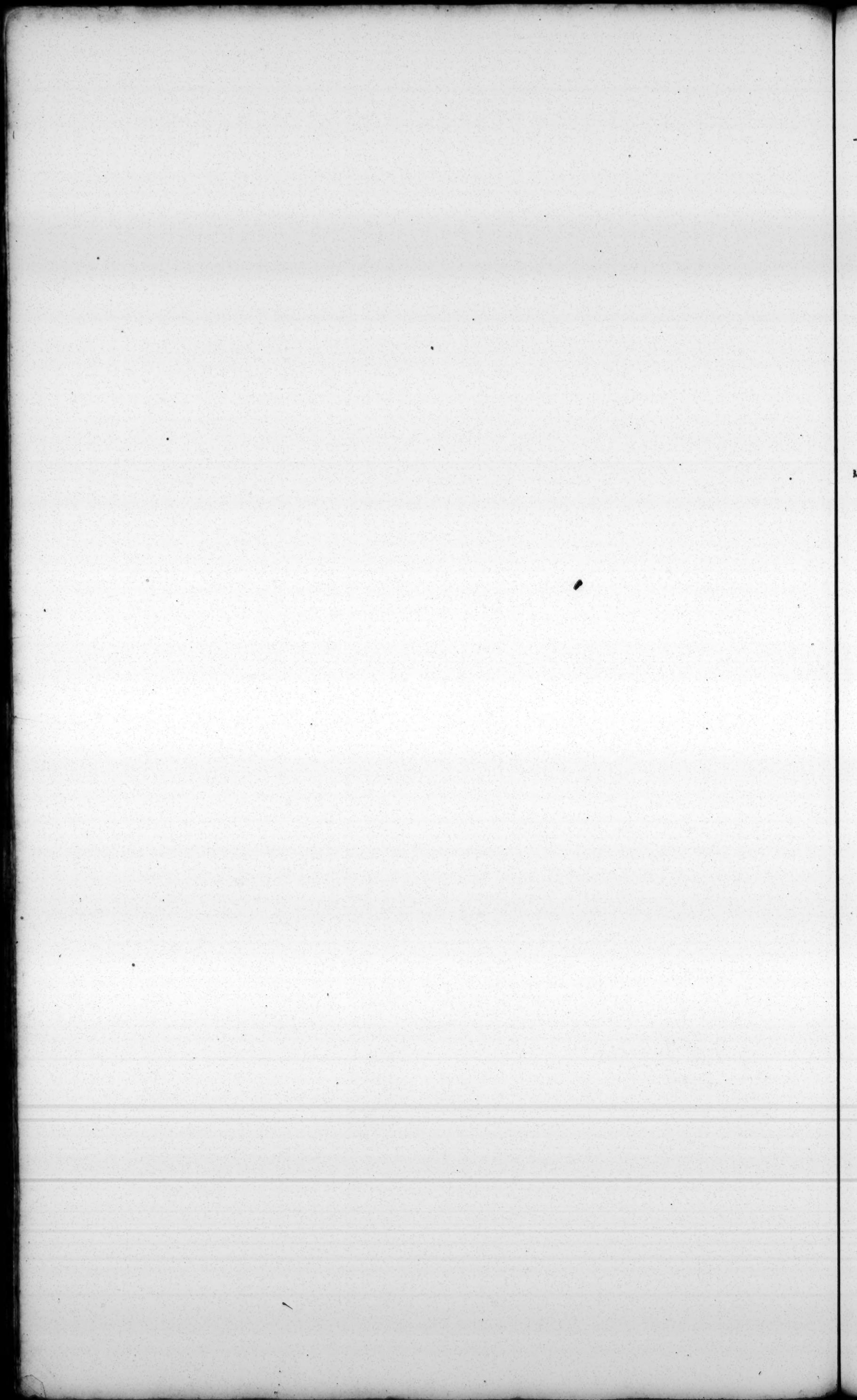
South,



The City of Tunis in Barbary



The Island of Malta in the Mediterranean Sea



South, eight or nine Leagues; between these two lies the City *Marsella*, three Leagues from *Trapano*.

From Point *Masara*, to Cape *Leacota*, it's S. E. by E. 23 or 24 Leagues; about six Leagues East from the West-point, lie two long Mountains at the Water-side, the Eastermost is ragged, and uneven. Under these Mountains lies a City on a Point of Land, and Eastward of these Mountains the Land is all along very high and hilly, but Westward near the Water-side, the Land is plain and even, and the more Westerly, the lower the Land.

About six Leagues Eastward of these Mountains, lies the City *Gergento*, it stands on high Land; at this Place there is much Corn loaden.

The Eastermost Point is Cape *Leacota*, from thence to Cape *Samaris* the Coast of *Sicily* reacheth E. S. E. 15 or 16 Leagues. And from thence to the S. E. Point of Cape *Passero*, the Course is West seventeen Leagues. Cape *Passero* lies in the Latitude of 36 deg. 45 min.

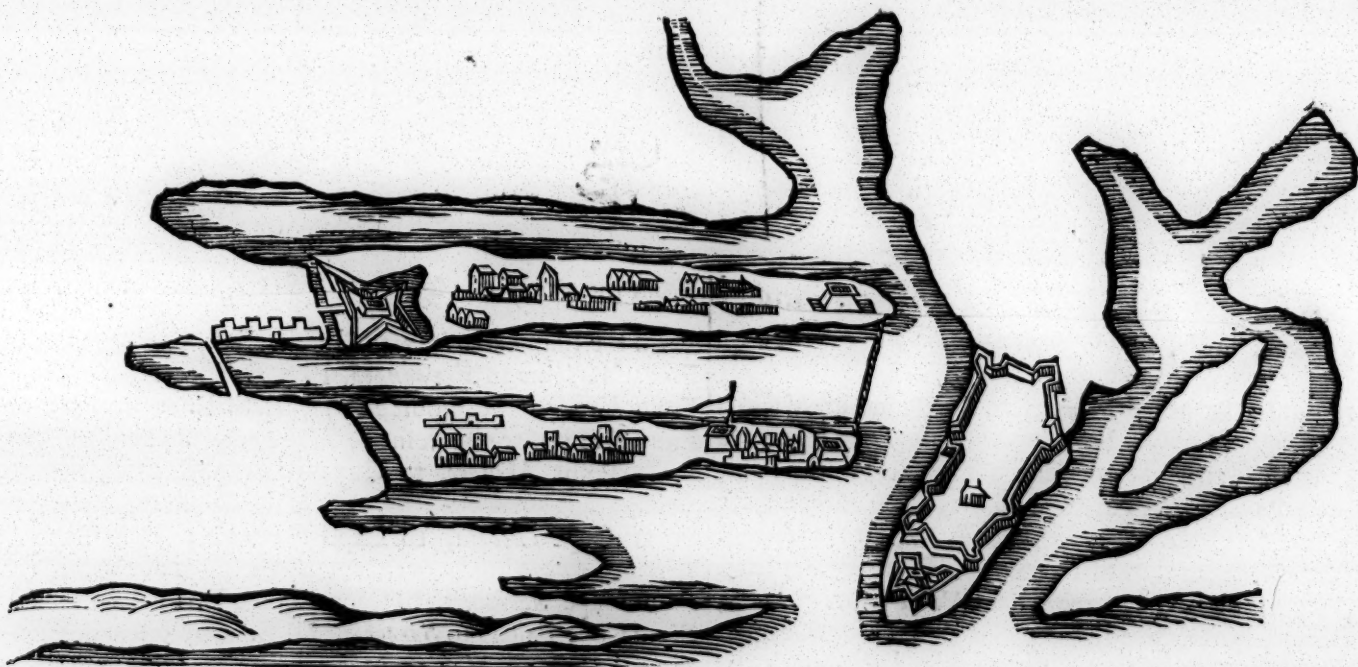
Sixteen or seventeen Leagues from Cape *Passero*, S. W. lies the Island *Malta*, and between *Malta* and

Cape *Bona*, lie the Islands *Pantalaria*, *Limosa*, and *Lampidosa*. *Pantalaria* lies distant from Cape *Bona*, E. by S. and E. S. E. 16 Leagues, and *Lampidosa* lies distant from *Pantalaria*, S. S. E. nineteen Leagues: *Lampidosa* is a good Road, where there is fresh Water to be had.

Limosa lies distant from *Lampidosa*, N. E. seven Leagues; from *Pantalaria* to the Island *Goza*, the Course is E. S. E. thirty three Leagues, and from *Pantalaria* to Cape *Passero*, it's East, and E. by S. 53 Leagues. The Island *Goza* lies at the West-end of *Malta*, upon which stands a flat Tower near the Water-side, being even Land all along; between *Goza* and *Malta*, there are several small Islands, which are also even and flat.

The S. W. side of *Malta*, reaches from *Goza* to the S. E. Point, N. W. and N. W. by N. 11 or 12 Leagues; the S. E. Point is the highest part of *Malta*, and about half a League West, or W. by S. from this Point, lies a round high Rock coming from the Eastward, and *Malta* bearing N. W. from you, then it appears very short and even. The S. E. end of

The Haven of Malta.



Malta hath much White Land, like to *Dover*, and when you are about a League off, you may see on that white Land, a white Church: The North-side of *Malta*, trendeth from *Goza*, to the N. E. Point, E. by S. and E. S. E. 12 or 13 Leagues.

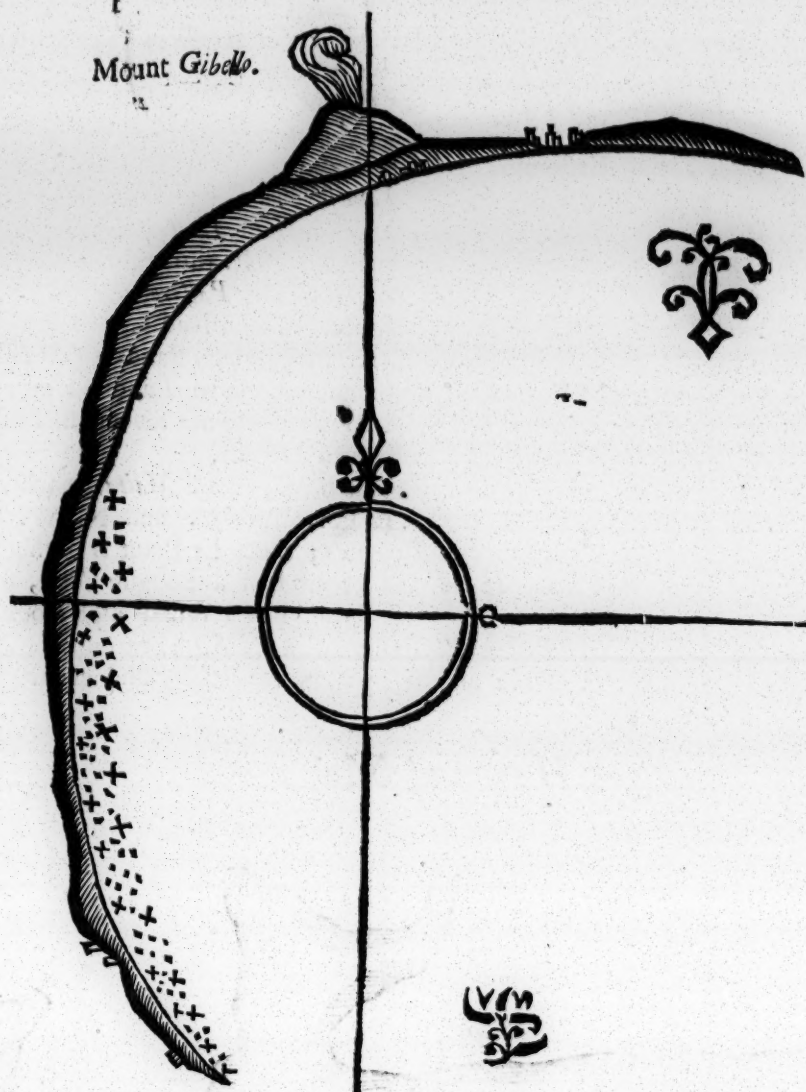
Those that would go into the Haven of *Malta*, must know that the City lies on the North-side of the Island, almost at the end thereof, and when you would go in thereat, you must sail by the new City *Burgo Nova*, leaving it on the Starboard side, and coming within the old City, you must run up to the Southward, and Anchor within the City *Burgo*, where you will, the Haven is chained up.

Cape *Passero* is a low Point of Land, having a great Light House standing thereon; when first you see this Cape, then this Point seems like a low Island, but it's the firm Land. Northward of this Cape, the Land of *Sicily* begins to be high, and somewhat even, and to the Northward of the Cape, lies another low Point of Land, when this lies 4 Leagues N. by E. from you, and Cape *Passero* S. W. by W. then it shows itself with the Land between them, as is here Prescri-

bed; the high Mountain *Gibello* lies then North from you. This Mountain is exceeding high, and lies not far from the City *Catana*, and a little within the Land, in fair Weather, you may see it all along the East Coast, and almost all the South Coast of *Sicily*; this high Land is covered with Snow, and this Mountain continually smoaks, and sometimes flameth forth; the smোক thereof seems like a great black Cloud in the Air; besides this, it may be well known by its height.

Near Cape *Passero*, lies three or four Islands; and off this Cape, the Ground is very foul, therefore you cannot Anchor here, for your Cables will presently cut.

From Cape *Passero* to *Saragosa*, the Course is North nine Leagues; from *Saragosa* to *Messina*, the Course is N. by E. about 26 Leagues. A Description is already given how to go in at the Haven of *Messina*.



Courses and Distances, from one Place to another.

From the Point of *Messina*, to the Point of *Mellazzo*, the Course is W. by S. 9 or 10 leagues
 From Point *Mellazzo*, to Cape *Bongerino*, or the Point of *Sallanto*, W. by S. 26 leagues
 From Point *Sallanto*, to Cape *Gallo*, W. by N. 6 leag.
 From Cape *St. Vito* to *Trapano*, S. W. by W. 5 leag.
 From the Island *Maritimo*, to the West-point of *Sicily*, the Course is West, 5 or 6 leagues
 The Point of *Messina*, and the Island *Stromboli*, lie distant S. E. 12 leagues
 From *Stromboli* to *Ly Salliny*, W. by S. 11 leagues
 From *Ly Salliny* to *Fellicur*, W. by S. 5 leagues
 From *Fellicur* to *Allicur*, W. by S. 5 leagues
 From *Allicur* to *Ustica*, W. by N. 14 leagues
 From *Ustica* to *Maritimo*, S. W. 26 leagues
 From Cape *Caxines*, near *Algier*, to Cape *Budgerome*, E. by N. 48 leagues
 From Cape *Budgerome*, to Cape *de Fero*, E. by N. 9 or 10 leagues
 From Cape *de Fero*, to the Island *Tabarca*, E. by S. 26 leagues
 From *Tabarca* to Cape *de Negro*, N. E. 7 or 8 leagues
 From Cape *Negro*, to Cape *de Marabut*, the Coast trendeth East, 8 leagues
 From Cape *Marabut*, to the Island *Cany*, 4 leagues
 From *Cany* to Point *Guardia*, E. by S. 4 leagues
 From Point *Guardia* to *Gamerola*, S. E. by E. 3 leagues
 From *Gamerola* to the Island *Zombora*, East, 8 leagues
 From *Zombora* to Cape *Bona*, E. by N. 5 leagues
 From Cape *Cartago*, to Cape *Bona*, N. E. by E. 13 leagues
 From the Point of *Cupia* to *Susa*, S. by W. 18 leagues
 From *Susa* to *Gomigeras*, S. E. 4 leagues
 From *Gomigeras*, to the City *Affrica*, S. E. 5 leagues

From the Point of *Affrica*, to Point *Affacus*, S. S. E. 8 leagues
 From the Island *Maritimo* to *Trapano*, East, 5 or 6 leag.
 From *Maritimo* to *Favagnano*, E. S. E. 4 leagues
 From *Favagnano* to Point *Marsa*, E. S. E. 3 leagues
 From *Trapano*, to the Point of *Massaro*, S. 8 or 9 leag.
 From Point *Massaro*, to Cape *Leocata*, S. E. by E. 22 leagues
 From Cape *Leocata*, to Cape *Sacramis*, E. S. E. 16 leagues
 From Cape *Sacramis*, to Cape *Passaro*, E. 17 leagues
 From Cape *Passaro* to *Saragosa*, N. E. 9 leagues
 From *Saragosa* to *Messina*, N. by E. 26 leagues
 From *Messina* to *Rheso*, S. S. E. 11 leagues
 From Point *Rheso*, to Cape *Spartivento*, E. by S. 8 or 9 leagues

Thwart Courses.

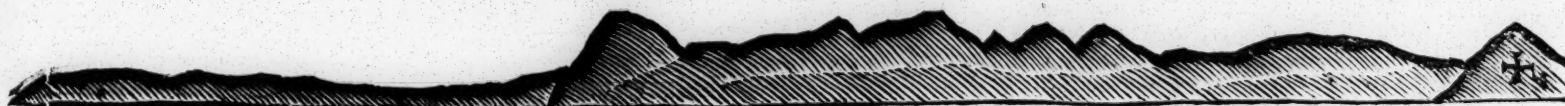
From *Palmero* to *Ischia*, North, 55 leagues
 From *Palermo*, to the Island *Ustica*, N. by W. 15 leag.
 From *Palermo* to *Allicur*, N. E. by E. somewhat Easterly, 15 or 16 leagues
 From the Island *Maritimo*, to the Island *Elba*, N. N. W. 6 leagues
 From *Ustica*, to the S. E. Point of *Sardinia*, West, 55 leagues
 From *Trapano*, to the S. E. Point of *Sardinia*, called Cape *Carbonera*, W. by N. 45 leagues
 From Cape *de Fero* to *Gallita*, E. by N. somewhat Easterly, 29 leagues
 From *Gallita* to *Tabarca*, S. by W. 12 or 13 leagues
 From *Gallita* to Cape *Negro*, S. E. 6 leagues
 From *Gallita*, to the Rocks *Chirby*, East, and E. by N. 32 leagues
 From *Gallita*, to Cape *Pula* in *Sardinia*, North, 16 leagues
 From *Gallita* to the Rock *Torro*, (at the S. W. corner of *Sardinia*)

<i>Sardinia</i> N. by W. and N.N.W. 15 or 16 leagues	From <i>Limosa</i> to <i>Gazo</i> , West, Southerly, 19 leagues
From the Rocks <i>Ghirby</i> , to Cape <i>Bona</i> , S.S.E. 13 leag.	From <i>Pantalaria</i> , to Cape <i>Passaro</i> , East, and E. by S. 53 leagues
From the said Rocks to the Island <i>Favagnano</i> , E. by N. 21 or 22 leagues	From the Island <i>Gazo</i> , to Cape <i>Passaro</i> , S. W. by W. 24 leagues
From <i>Favagnano</i> to Cape <i>Bona</i> , S. W. by W. 22 leag.	From <i>Malta</i> , to Cape <i>Passaro</i> , N. E. 16 leagues
From <i>Favagnano</i> , to the Island <i>Pantalaria</i> , S. by W. 19 leagues	From <i>Malta</i> to <i>Tripoly</i> , S. by W. 53 leagues
From Cape <i>Bona</i> to <i>Pantalaria</i> , E. by S. and E. S. E. 17 leagues	From Cape <i>Passaro</i> to <i>Candia</i> , E. by S. 141 leagues
From <i>Pantalaria</i> to <i>Affrica</i> in <i>Barbary</i> , S. W. by S. 29 leagues	From Cape <i>Passaro</i> , to Cape <i>Matapan</i> , East, Southerly, 114 leagues
From <i>Pantalaria</i> to <i>Lampidosa</i> , S. S. E. 19 leagues	From Cape <i>Passaro</i> , to the Island <i>Sapienza</i> , due East, 101 leagues
From <i>Lampidosa</i> to <i>Limosa</i> , N. E. 6 leagues	From Cape <i>Passaro</i> , to the Island <i>Zante</i> , E. by N. somewhat Northerly, 93 leagues
From <i>Pantalaria</i> , to the Island <i>Gazo</i> , at the West-end of <i>Malta</i> , E. S. E. 33 leagues	From <i>Malta</i> to <i>Alexandria</i> in <i>Egypt</i> , E. by S. and E. S. E. 266 leagues
From <i>Lampidosa</i> to <i>Gazo</i> , E. by N. 22 or 23 leagues	

The appearance of these Lands at Sea.



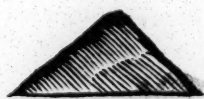
When Cape *de Gallo* bears E. by S. from you, it appears thus.



Cape *Vittio* bearing S. E. by S. from you, appears thus.



This is the following part of that above, the Crosses must be joyned together.

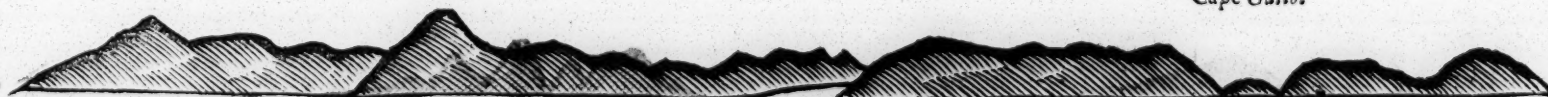


In this manner appears *Stromboli*, and *Smoaks* continually.

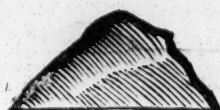


In this manner shows *Lapria*, as you sail along by it.

Cape *Gallo*.



This Mountain lies Eastward from *Palermo* eight Leagues, the Mountain bearing S. by W. five or six Leagues off, then the Land appears thus.



Thus shews the Island *Allicur*.



Allicur N. E. from you shows thus.



Ustica N. E. from you, and that when you can see 3 Hills of *Sicily*, shews thus.



Ustica S. E. from you, shews thus.



Cape *Gallo* S. by W. 12 or 13 Leagues from you, shews it self thus like to an Island.



Cape *Fero* S. by E. and S. S. E. so far off as you can but just discern it, shews it self in Hills like to Islands; then Cape *Gallo* lies S. W. by S. and can be but just seen.



Being so far West from *Gallita*, that you have just lost sight of it, then the Coast of *Barbary* appears in this manner, lying S. by E. and S. S. E. from you, and can but just discern it.



In this manner appears *Cape Mabra*, in *Barbary*, it lies S. by W. from the S. W. Point of *Sardinia*, about 32 Leagues, and W. S. W. from *Gallita*, about 19 Leagues.



Tabarca.

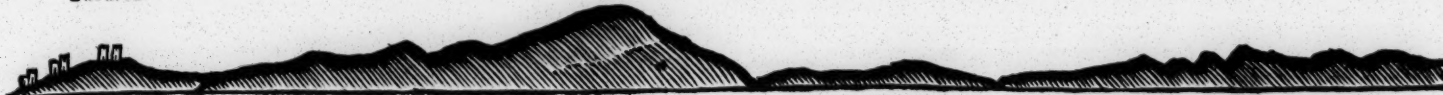
C

B



These belong to *Tabarca*, the letters A A, must be joyned together, with the Land thereabouts on both sides, when the East-Point of *Gallita* lies N. N. E. 3 Leagues from you, and *Tabarca* S. by W. 7 Leagues off, and can be but just discerned in clear Weather. The Mountain marked B, lies then S. W. by S. 13 Leagues from you, and N. N. E. from *Gallita*. Eastward of the sandy Hills, marked with Crosses, behind the Point, lies *Tabarca*, the Mountain C lies West of *Tabarca*. You may know these Marks when you cannot see *Tabarca*.

Tabarca.



When you are 4 Leagues from *Tabarca*, then it appears with the Mountain West of it, thus: The Land within it is very high, when you are 5 Leagues to the Northward of it, you can see nothing of it but the North Cattle even with the Water.

Cape Negro E. N. E. 8 Leagues off, and *Tabarca* South 4 Leagues off then it shews thus; then you may see the Land Eastward a great way.



Gallita E. by S. from you, shews thus.



Gallita S. E. by E. from you, shews thus.



Gallita S. E. by S. five Leagues from you, shews thus.



Gallita S. E. eight Leagues from you, then you see but one Island.

Gallita S. S. W. nine Leagues from you, shews thus; then you can but just see the West-Point of *Sardinia*.

Gallita S. W. by W. 14 Leagues from you, shews thus like two Islands, and when farther off, like two Rocks,



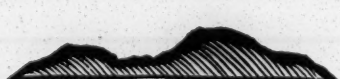
Gallita S. by W. and S. S. W. from you, shews thus.



Gallita S. W. and S. W. by W. 9 Leagues off, shews thus.

When the high Mountain on the East-end of *Gallita* lies West three Leagues from you, it shews thus.When *Gallita* bears E. by S. it appears thus.

Gallita S. W. by S. 13 Leagues from you, shew thus.

*Zombora* S. E. from you, shews thus.*Zombora* S. W. from you, shews thus.*Zombora* W. by S. in clear Weather, you may see 12 Leagues, and appears thus.*Zombora* S. W. from you, shews thus.*Cape Bona* S. E. from you, shews thus.*Cape Bona* South 8 Leagues off, shews thus.*Cape Bona* S. W. by W. nine or ten Leagues from you, shews thus.

Cape



Cape *Bona* S. W. nine Leagues off, shews thus.



Cape *Bona* W. S. W. four Leagues off, shews thus.



Cape *Bona* West, Southerly, 13 Leagues off, shews thus; then may you see *Pantalasia* and the West Rock of *Sicilia*, lying North Easterly from you.



Cape *Bona* S. S. W. eight or nine Leagues from you, shews thus. *Zombora* then lies W. S. W. nine or ten Leagues off.



Cape *Bona*, with *Zombora* Westward of it, the Cape lying South, and *Zombora* S. by W. from you, they appear thus.



The West-Point of *Tunis* bearing South, distant nine Leagues, shews thus.



This is the following part of *Tunis*.



The Land Westward of Cape *Bona*, appears thus.



The Land Eastward of Cape *Bona* appears thus, as you sail by it.



Cape *Bona* S. W. and S. W. by W. from you, shews in this manner, five Leagues off.



Zombora.

Zombora West, and W. by S. shews thus.



Cape *Bona* S. E. and S. E. by S. 13 Leagues off, shews thus.



Zombora S. by E. 6 Leagues from you, shews thus.



This Land is seen a little Southerly of *Zombora*, South from you, and *Zombora* S. by E. and Cape *Bona* S. E. and S. E. by E.



Maritimo East, appears thus, higher than any Land thereabouts.



Maritimo.



Favagnano.



Livorno.

These three Islands lie at the West-end of *Sicilia*, coming from the Westward, they appear thus.



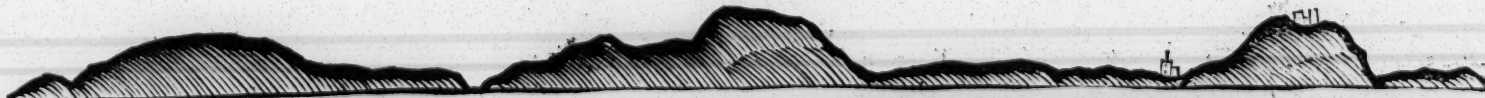
Thus appears *Trapano* with its Islands, when it lies E. S. E. distant ten Leagues.



Trapano N. E. from you, with the Islands, appear in this wise.



Livorno S. by W. from you, shews thus.

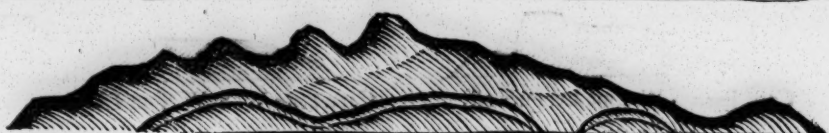


Maritimo N. N. E. eight or nine Leagues off, shews thus.

Favagnano at the West-end of *Sicilia*, hath on the highest part of the South-end, a Castle, and on the lower end, a House standing.



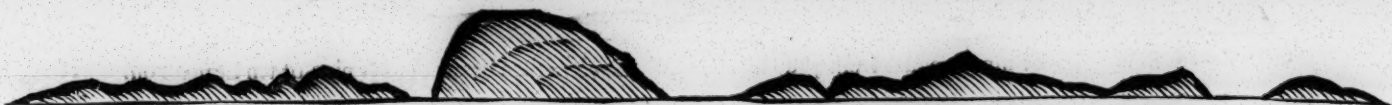
Maritimo S. W. by S. four Leagues off, shews thus.



Maritimo N. E. by N. appears thus.



The N. W. end of *Sicilia*, appears like an Island at a great distance.



Coming from the Westward, the West-end of *Sicilia* appears thus. When the North-Point lies E. N. E. and the other end East from you, the high Mountain which seems like an Island, lies then E. by N. from you.

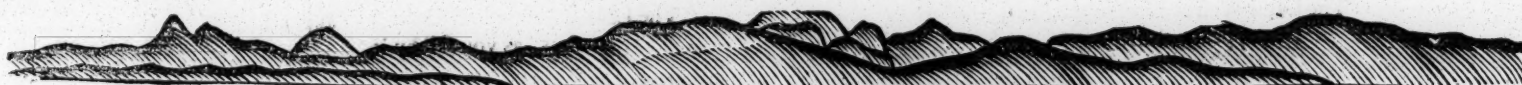


Maritimo.

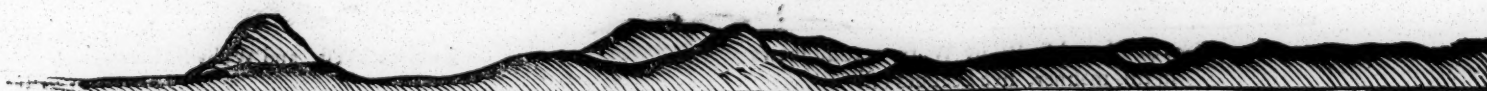
The West-end of *Sicilia*, when the East-end lies N. E. by E. shews thus, and the West-end N. by W. and the Mountain N. by E. from you. The City that lies next the Mountain, is called *Mazara*, and five Leagues more towards the Point, lies another City, called *Marfa*.



Sicilia, when the Mountain bears East, shews thus.



This Land lies then Eastward of the foregoing, and the Eastermost end then bears East.



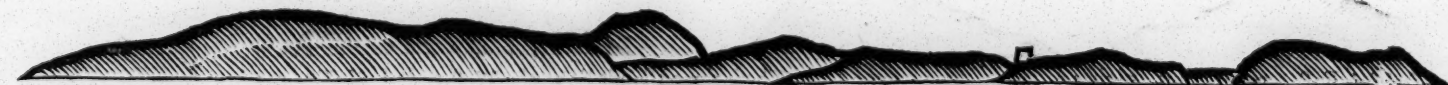
The West-end of *Sicilia* shews thus, when the round Hill lies N. by W. from you, and the East-end E. N. E.



When Cape *Passaro* lies N. E. five Leagues from you, it shews thus.



Cape *Passaro* N. N. E. five Leagues off, shews thus.



When Cape *Passaro* lies N. N. W. six Leagues off, then it shews thus.



Cape *Passaro* West, four Leagues off, shews thus.



Coming from the Westward, Cape *Passaro* shews thus. On the Point stands a Light-House.



When you are in the Road of Cape *Passaro*, the Land appears thus: The Cattle on the Point seems to be covered with red Tyle.



When sailing by Cape *Passaro*, it appears thus. The Point is white sandy shore, having three or four little Islands lying at the Point.

Cape Passaro.

Sicilia.



Cape Passaro, and the Land to the Northward of it nine Leagues, shews it self thus.



Pantalaria West, and W. by S. five Leagues off, shews thus.



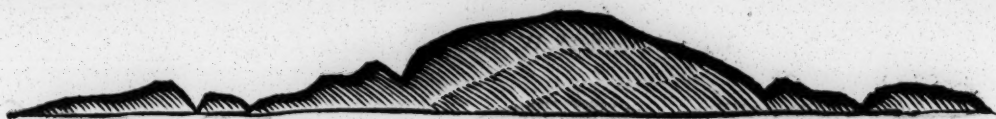
Thus sheweth *Pantalaria* S. E. by E. 10 Leagues from you.



Thus sheweth *Pantalaria*, when it lieth S. E. by S. from you.



Thus sheweth *Pantalaria*, S. S. E. 10 Leagues from you.



Pantalaria S. E. by S. and S. S. E. eight Leagues from you, shews thus.



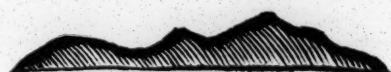
Pantalaria S. W. by S. shews thus.



Pantalaria S. W. shews thus.



Pantalaria S. W. nine Leagues from you, shews thus, when *Trapano* bears N. W. by N. eight Leagues from you.



Pantalaria W. by S. from you. shews thus.



Lymosa N. W. by W. four Leagues off, shews thus.



Lymosa W. N. W. four Leagues from you, shews thus.



The Island *Gazo* West of *Malta*, shews thus when the West-Point lies W. by N. five Leagues from you.



The Island *Gazo* Westward of *Malta*, appears thus three Leagues from you, and the Land lies S. E. by S. from you.



When the North end of *Malta* lies East, and the South-end S. E. four Leagues from you, it shews thus.



When the North end of *Malta* lies E. N. E. five Leagues off, and the South-end S. E. by E. about six Leagues off, then it shews thus.



When the North end of *Malta* lies East, and the South-end S. E. nine Leagues off, then it shews thus.



When the South end of *Malta* lies S. E. by E. six Leagues off, and the North end E. by N. four Leagues off, then the middle Valley lies E. S. E. from you, and the Land appears thus.



When the South end of *Malta* lies E. by S. from you, and the North end N. E. then *Malta* shews thus.



Malta appears thus when the North end lies N. E. and the East end N. E. by N. from you.

Makings of Land on the



It appears thus When the North-end of *Malta* lies N. W. by N. and the South-end N. by W. from you.



The S. E. end of *Malta* appears thus, when the South-end lies W. by S. and the N. W. end N. W. from you, and you five Leagues from the shore.



Thus shews *Malta* when it lies N. W. by N. five Leagues off, the South-Point is steep, yet very even.



When *Malta* lies S. W. from you, it appears thus.

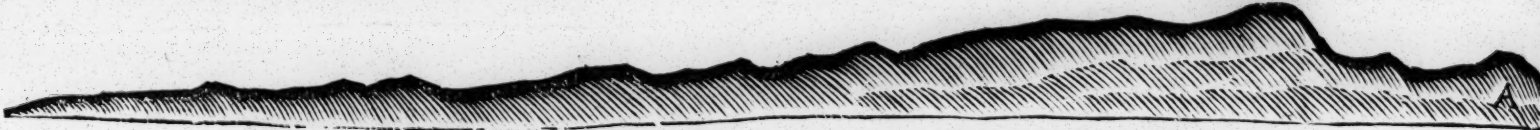


When the South-end of *Malta* lies S. by W. from you four Leagues off, it shews thus.



Malta S. E. five Leagues off, shews thus.

Monte Gibello.



Being W. by N. nine Leagues from *Monte Gibello*, with the Land to the Southward of it, then it shews thus.



Thus appears the Land to the Northward of *Monte Gibello*; this belongs to the last, the letters A A must be joyned together.



This is the following part of the last, the letters B B must be joyned together.



This Land reacheth to Cape *Dellarme*, and towards Cape *Spartivento* E. by N. from you, as in this and the Figures following.

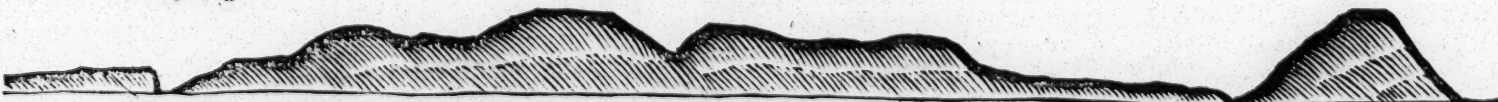


The letters A A must be joyned.



Cape *Passaro.*

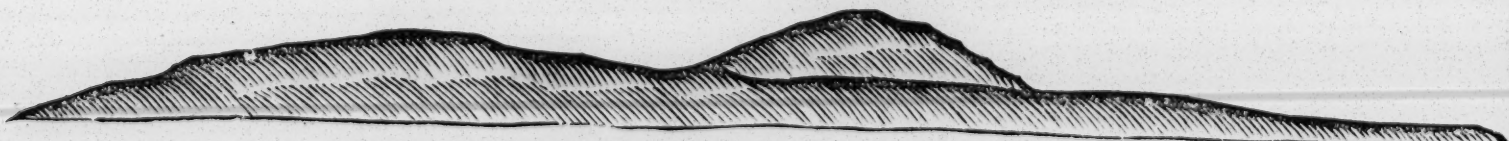
This also belongs to that above.



The East-end of *Sicilia* to the Northward of Cape *Passaro*, being eight Leagues East of you, and Mount *Etna*, (or *Monte Gibello*) E. N. E. then it appears thus.

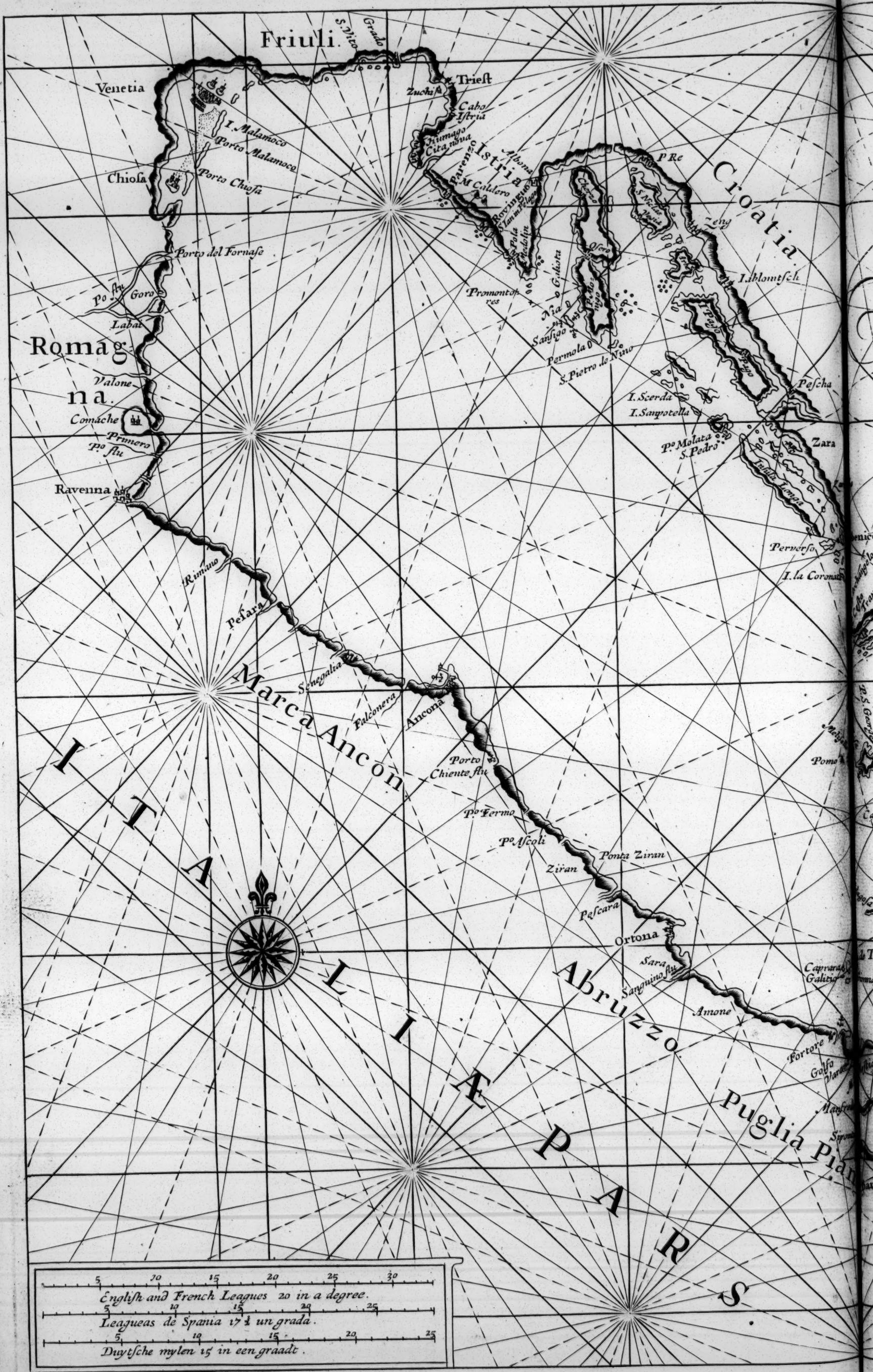


Thus shews the East-end of *Sicilia*, being six Leagues VV. by S. from you.

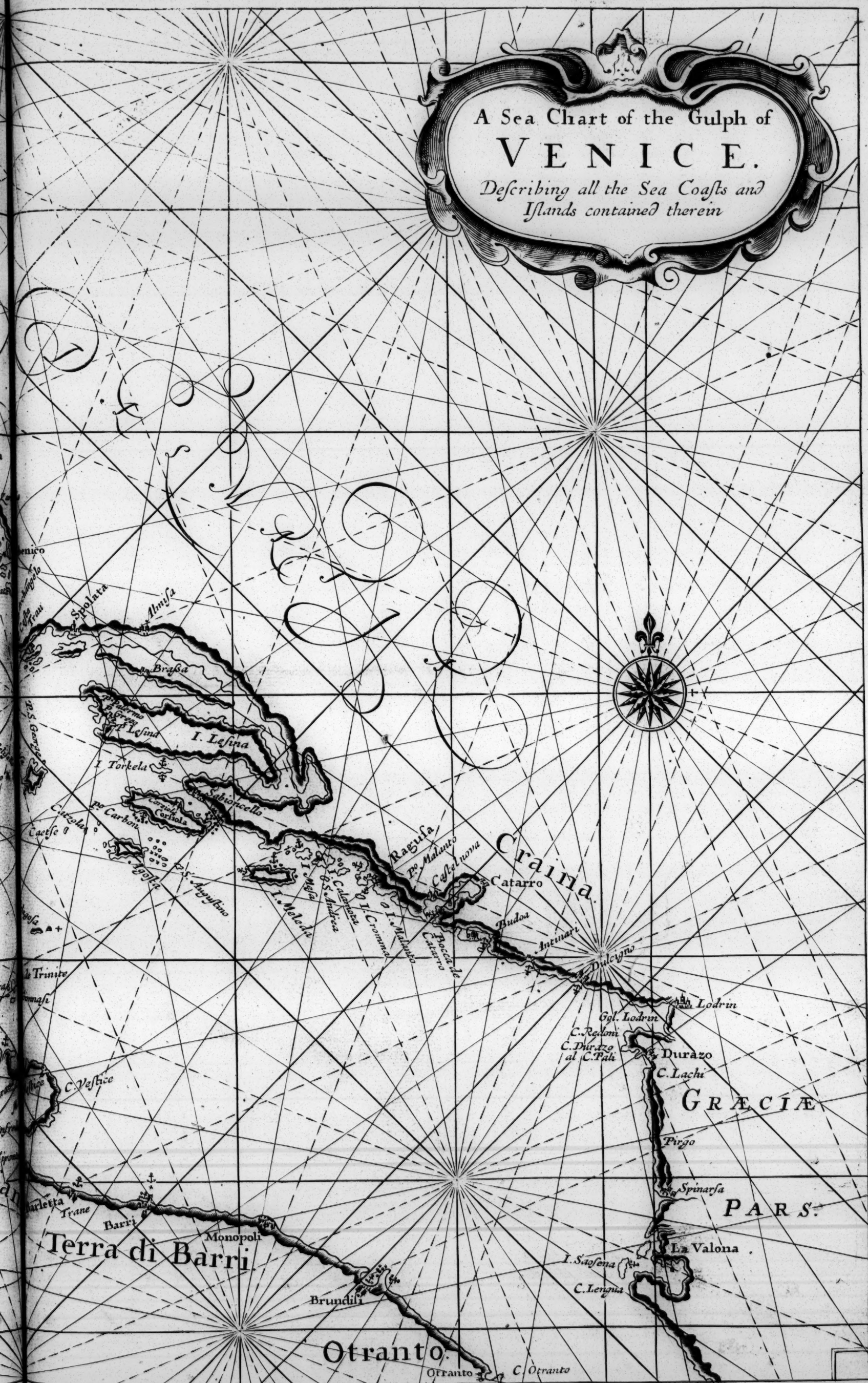


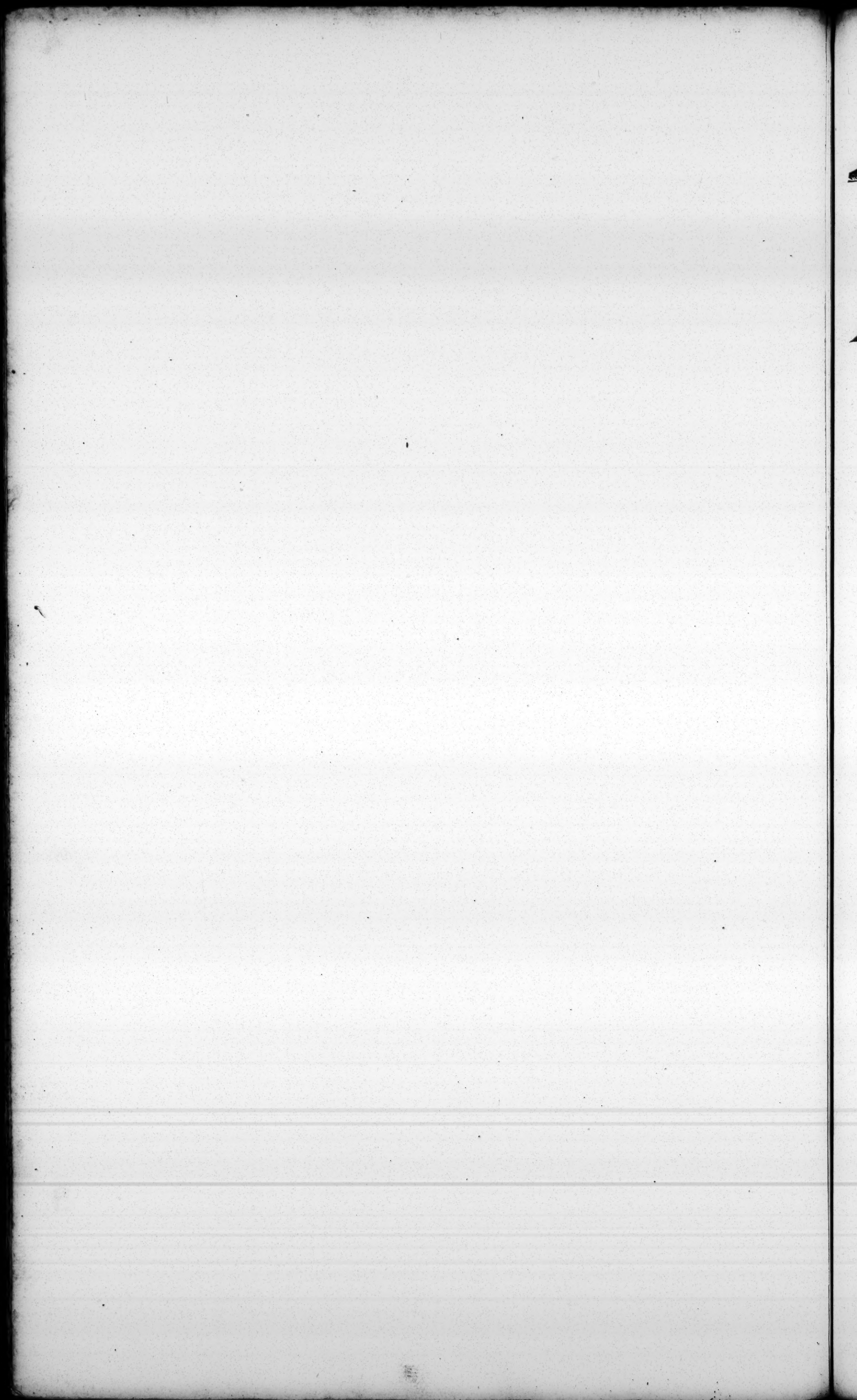
Monte Bell North Easterly, shews thus.

Thus



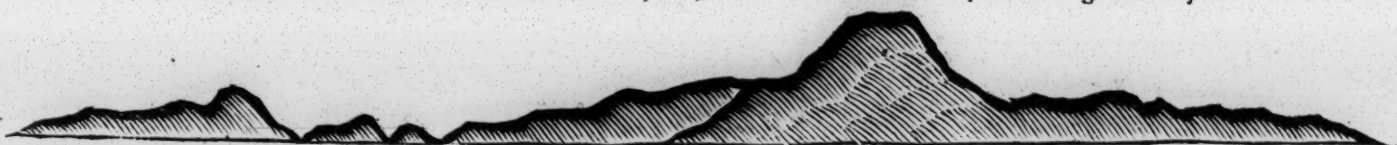
*Describing all the Sea Coasts and
Islands contained therein*



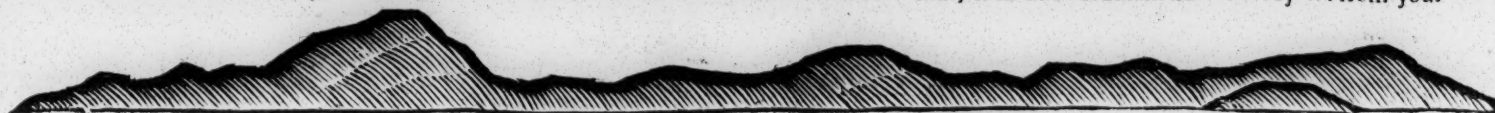




Thus shews the East-end of *Sicillia*, when Cape *Passaro* lies N. E. and N. E. by E. six Leagues from you.



Monte Gibello N. W. by W. shews with the Land of *Sicillia* to the Southward of it thus, then this Mountain lies S. W. by W. from you.

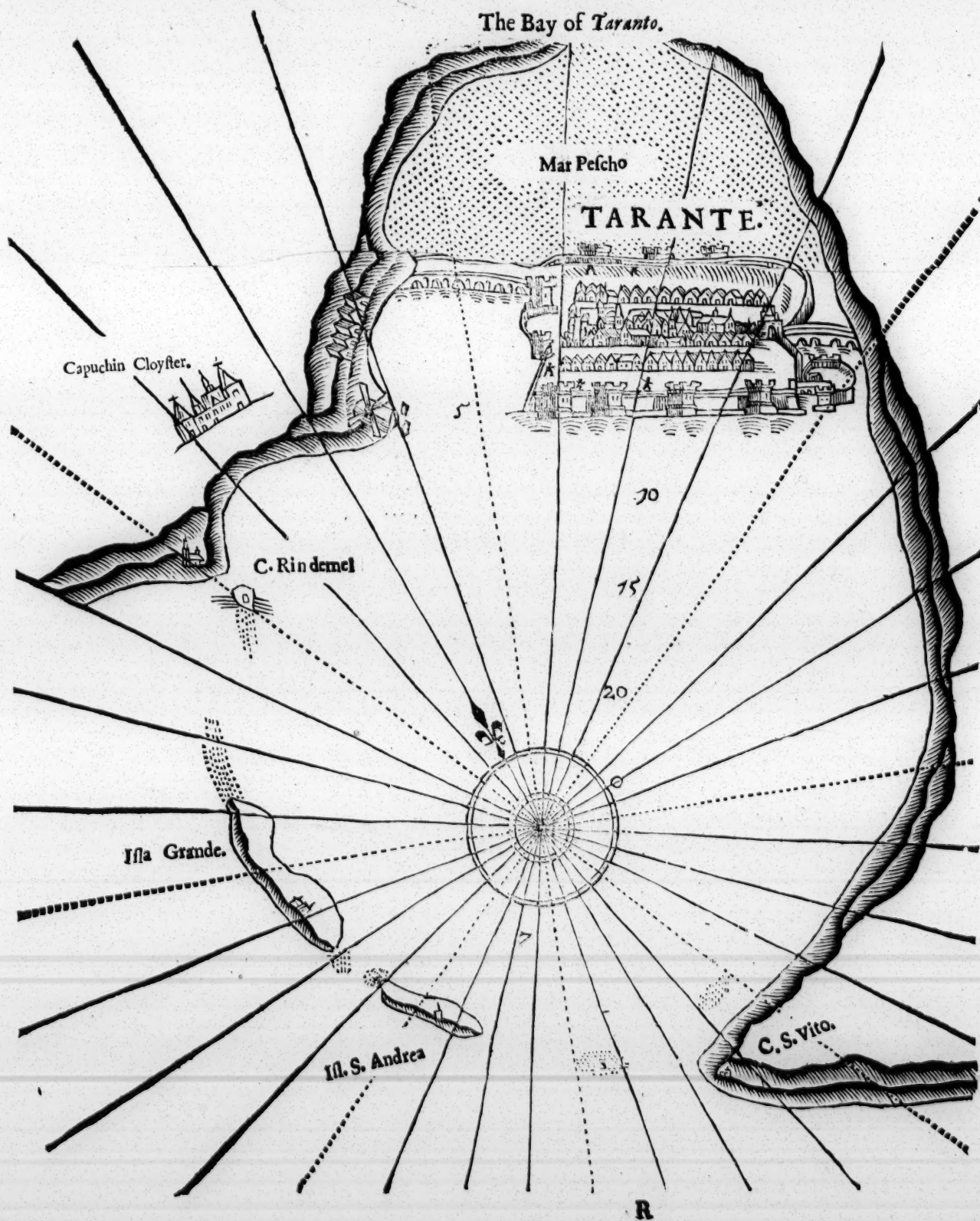


Monte Gibello W. by 12 or 13 Leagues from you, shews thus.

CHAP. VI.

A Description of the Sea-Coasts of Calabria, from Messina to Otranto, with the Havens and Islands in the Gulf of Venice.

Cape *Spartivento*, the Southermost Point of the Course is N. E. by N. three or four Leagues; *Italy*, lies distant from Cape *Passaro*, N. E. by N. 32 Leagues; and from Cape *Spartivento*, 11 Leagues. Between these two Capes, the Land



is full of Bays and Creeks. From Cape *Stillo*, to Cape *Gollomne*, the Course is N. E. by E. fifteen Leagues.

Cape *Spartivento*, and Cape *Gollomne*, lie distant N. E. easterly 32 Leagues: Cape *Gollomne* is a low Point of Land, on which standeth a great Light-House, which afar off seems like a Sail. From Cape *Gollomne*, to the City *Taranto*, the Course is N. by W. 30 Leagues, it lies on an Island in the Gulf.

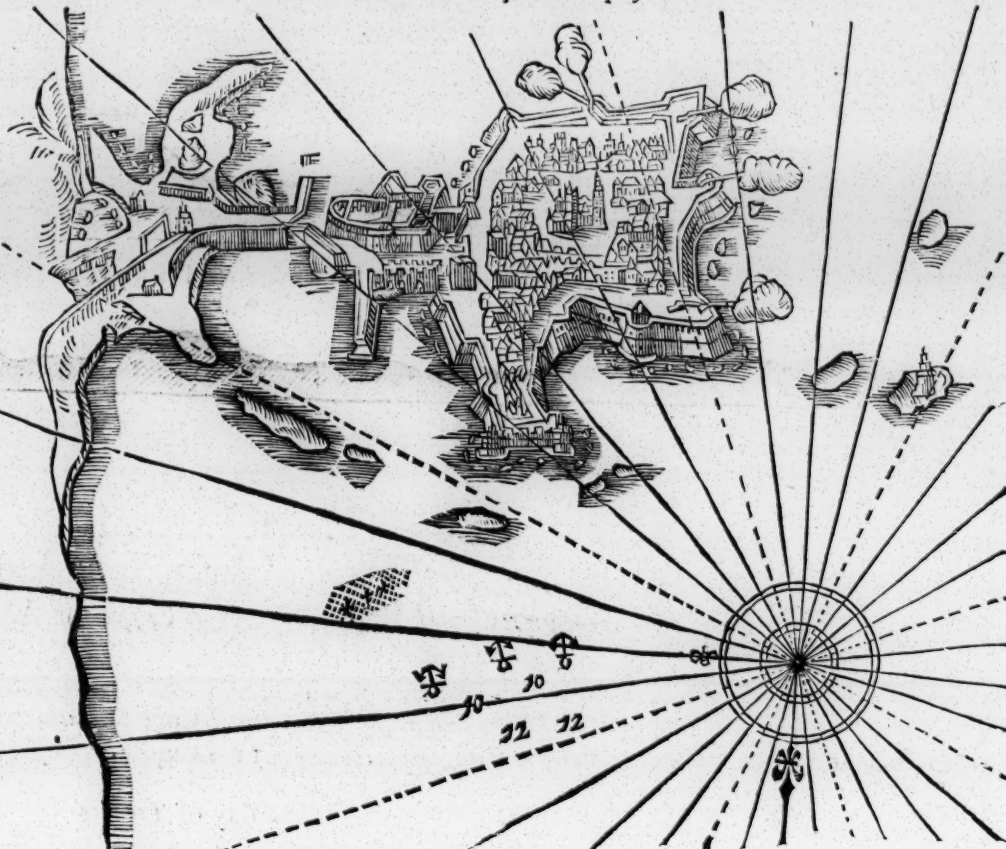
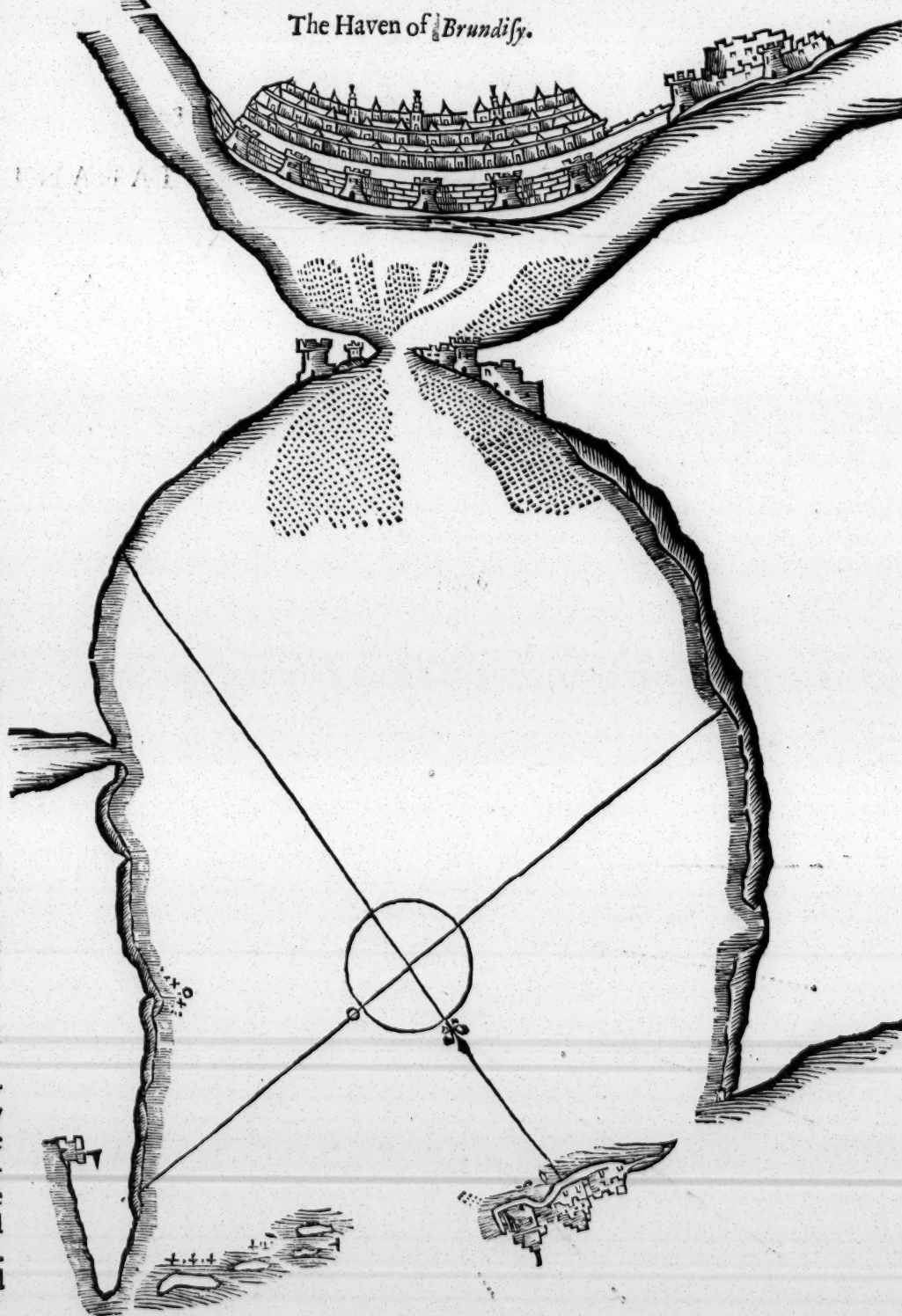
From Cape *Gollomne*, to St. *Maria*, the Course is N. E. Northerly, 24 Leagues: Westward from Cape St. *Maria*, lies (on an Island) the City of *Gallipoly*, there are some small Islands without the City to Seaward; Westward of this City is a good Road, where you lie sheltered in S. W. S. E. and N. E. Winds. If you would go into the Road, and Ride before *Gallipoly*, you must go without these Islands, and come to an Anchor before the City, in ten or twelve fathom Water; so that the outermost Island on which the Light-House stands, bears S. W. and S. W. by W. then you lie within shot of the Castles. An Easterly Wind here, blows right off the shore, and a Southerly Wind right off the City; you must not Anchor, or come nearer than Gun-shot of the City, because of a blind Rock under Water: Either inward or outward bound, you may fail between the Islands, if occasion serve.

This Place is under command of the *Spaniard*, so that in time of War, if you are forc'd to go in there, you must Ride without command of the Castle, and then you need not fear, for they have no Gallies there; *Gallipoly* and *Collomne*, lie distant N. N. E. twenty six Leagues.

From Cape St. *Maria*, to Cape *Otranto*, the Land lies North and South 9 Leagues.

Cape *Otranto*, is the point of the Gulf of *Venice*: On the West-side about the Point, lies the City *Otranto*: There is a Haven, where you may lie sheltered in South, and S. W. and West Winds, but a Northerly Wind blows right in.

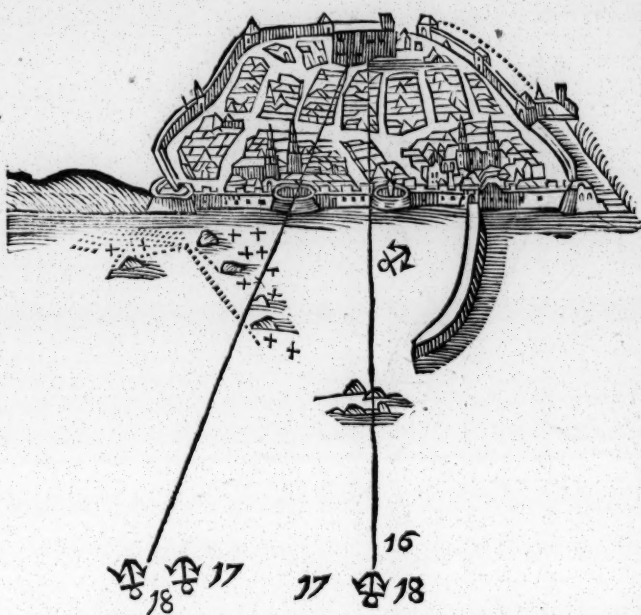
From Cape *Otranto* to *Brundisio*, the Course is N. W. by W. 13 Leagues; between these it's all good sandy Ground, also under the East-side of the Haven of *Brundisio*, it's good Anchoring in West, and S. W. and

The Haven and City of *Gallipoly*.The Haven of *Brundisio*.

and Westerly Winds; on the West-point of the Haven stands a Castle.

Brundise. Those that would go into this Haven, must sail close along by the said Castle, for the East-side is foul and rocky Ground, some above Water and some under, therefore you must sail close along the West shore, till you come within the Haven, and then come to an Anchor. From Brundise to Monopoly, the Course is W. N. W. 11 Leagues; between these the shore is very steep. From Monopoly to Barry, the Course is W. by N. 12 Leagues.

The Road of Barry.



Barry is a large City, situate on a plain and low Land, having two Churches belonging thereto, each having two Steeples, and a fair Castle with two large Towers thereon; by which Marks the City may well be known. the Castle stands farther in than the Churches: Those that would go into the Road, must bring the Castle midway between the Churches, and then sail right in, till you come into the Road, by which Mark you shall be sure to Ride in the best of the Road; the best Ground is where the great Ships ride, in 16 or 18 fathom Water, where you have good soft Ground; but if farther into 12 fathom, or less, the Ground is rocky and very foul: You may Anchor so far Easterly, as to bring the Castle to bear with the great Church, but come not into less than 16 or 18 fathom Water.

Before the City is a Haven for small Vessels, the going in thereof is between a ledg of Rocks, to the Eastward of the City, and a Mould built opposite against the Town; there lie Rocks also under Water in the entry of the Haven, and you have not above nine or ten foot Water over them; when you are in, you lie moored to the Mould, and an Anchor to Seaward. At this Place there is Oyl made, here is also Commin, and Anniseed, and such-like Commodities.

About six Leagues West of Barry, lies the City Berletty; the Road here is better than that of Barry, for here you may lie before the City, in eight or nine fathom Water, good sandy Ground.

From Barry to Vestice, the Course is N. W. by N. and N. N. W. twelve Leagues, and from Monopoly to Cape Vestice, it's N. W. by W. 21 or 22 Leagues. Between Cape Barry and Cape Vestice, is a large Bay, you cannot see the bottom thereof; in this Bay lie Manfridony, Siponte, and Salpe. Monte Angelo, is a long high barren Mountain, being the first Land you

can see on the West shore, coming into the Gulf, but in clear Weather you may see the high Land of Ragusa, on the East shore, the Island Palagosa, and Monte Angelo, bearing S. by W. from you; then under Cape Vestice, you have good Riding in West, and N. W. Winds.

From Cape Vestice, to the Island Gimnasy, the Course is N. W. and N. W. by N. eight Leagues; it's a small low Island, and bears from the Islands of St. Maria Trinity, W. by S. three Leagues. From Cape Vestice, to the Islands of St. Maria Trinity, it's N. W. by W. eleven Leagues. Near these are four other small Islands, the two largest are called, the one St. Maria, the other St. Jacob, one of the little ones is called Caprara, and the other Gallitio.

S. by W. of St. Mary Trinity, is a place called Fortore, but the City from whence the Goods and Merchandizes come, lies about eight miles up the Country; by the Water-side on the Strand, or Key, stands a great Store-House in the form of a Tower, whereto their Goods are brought. This Store-House may be seen a great way at Sea. Your best Riding is near to it, in six or seven fathom Water, where is good sandy Ground. This Place yieldeth and Transporteth abundance of Corn to all parts of Italy.

From Cape Vestice to Ortona, the Course is W. N. W. Westerly, 26 Leagues: Ortona lies in a Bay, you lie there about half a League off shore, in 14 or 15 fathom Water, good Ground, but soft; but a bad Road in a Levant. Here are good Wines, Rice, and other things.

From Ortona to Ancona, N. W. Northerly, 30 Leagues; behind the Mould is a good Haven, where you lie sheltered in all Winds.

From Ancona to Synagaga, W. by N. eight Leagues; Synagaga, here is also a good Mould to Ride under.

From Ancona to Rimano, N. W. by W. and W. N. W. 21 Leagues.

From Rimano to Vollana, N. N. W. 19 Leagues.

From Vollana, to the River of Gora, N. by E. six Leagues: Those that would go into Gora Haven, must sail along the East-side, in five or six fathom Water, and so sail in, and within the Haven it's all soft muddy Ground.

From Vollano, to the going in of Venice, N. by E. 17 Leagues, and from Ancono to the entrance of Venice, N. N. W. Westerly, 46 Leagues; when you have the length of Ancono, and nearest the Coast of Italy, you have not above 23 or 24 fathom Water, but near the other Coast, about 10 or 11 Leagues off, you have 40 fathom and more; when over against Venice, 10 or 11 Leagues from it, then you have 16 or 17 fathom Water. You may then in fair Weather, see the high Land over Venice, where you may boldly go in, if it were by Night, and Anchor in six or seven fathom Water; but if in the Day, you may go farther in to the Northward of Mallamogno River, and Anchor in eight or nine fathom Water, where indeed is the best Road, and very good Ground.

Four or five Leagues to the Southward of Venice, lies the City Chiofa: There lies within the Islands, right opposite against the City, about a League to Seaward, a flat shoal, of which you must have special care, for on this place there was a good English Ship lost, many Years ago; near this place is no good Anchor ground, for it's very soft.

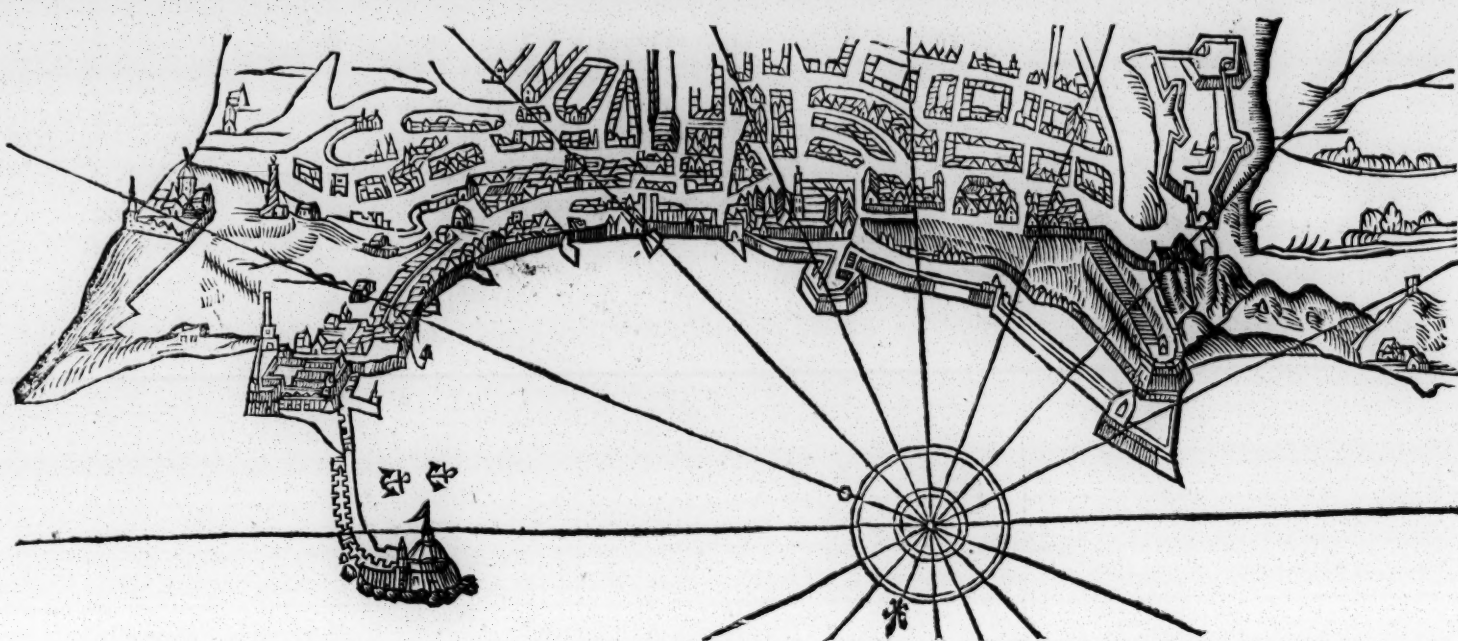
When you come into the Gulf, with a scant Wind, you must stand over and gain the Slavonish side, and be sure you run not to the Southward of the Mouth, or River of Venice, for then you will hardly gain the Harbour, because the Current for the most part runs to the Southward.

Rovigno. *Rovigno* in *Istria*, and the River of *Venice*, lie distant E. S. E. 25 Leagues; and four Leagues Westward of *Rovigno*, lies *Parento*; and at one of these two places you must take in a Pilot to carry you up to *Venice*, who are appointed for that purpose: And if you do not take one in, yet nevertheless when you

come up to *Venice*, they will make you pay for one, and also a Forfeiture for not taking him in. The Pilots in Summer their abode is at *Rovigno*, and in the Winter at *Parento*.

When from *Rovigno* you sail for *Venice*, then steer W. N. W. but if a League or two at Sea, then sail

The Road of *Ancono*.



W. N. W. half a Point Westerly, where you have 24 or 25 fathom Water, and coming in near 5 Leagues from the shore there is a Banck, on which you have not above nine fathom Water; when you are over this Banck, you may then just discern the Steeples on the Churches of *Venice*, bearing N. W. and N. W. by N. from you; and when you are got over this Banck, then you have 14 or 15 fathom Water, and from thence the Water lessens all the way in.

The Island *Mallamocco*, reacheth N. N. E. and S. S. W. and is in length about four or five miles; to the Northward of the Island is a good place for small Ships and Gallies to lie, but to the Southward is a fine large River, where great Ships may lie. If you desire to go into this River, and coming from the Northward, then keep along the South shore, till you bring the Block-Houses to bear with that place whereon you see the Trees stand, and then stand over to the South shore, and run in close by the Heads or Molds; this River lieth nearest W. N. W. and W. by N.

When the Towers of St. Marks Church in *Venice*, and the Tower of *Mallamocco* bear in one, then are you open with the River, and in three fathom Water; when you are within *Mallamocco*, then run up to the Northward, and sail between those Pales which you see standing in the Water, which is the deepest Water, and moor your Ship to one of them towards *Mallamocco*, and one Anchor to Seaward. The Tide within flows not above three foot at a N. W. Moon, which makes highest Tides.

When you come into the River, to the Southward is the deepest Water, through which you sail to the City *Chyosa*, and Northward of *Chyosa* runneth a River into the Sea, Navigable both in and out.

When out of the River you would go into the Road, you must sail along the South shore, close by the Mold, till you bring the Tower of St. Marks, and *Mallamocco* Tower in one, and being so, sail Northward towards *Mallamocco*, and come to an Anchor in seven fathom Water, between the Village and the River of *Mallamocco*, which is the best of the Road.

From *Venice* to *Rovigno* in *Istria*, the Course is E. S. E. 25 Leagues: Before *Rovigno* is a very good Haven, with some Islands, on one of which there stands a Pole: when you sail through, leave this Island to the Westward of you, it's the best and safest passage; you may sail between the other Islands and the Point also if you please. Between *Rovigno* and *Parento* (two miles from the shore) there lie a parcel of Rocks, they are to the Westward of *Rovigno*; you must be very careful and shun them, for they are very perilous, several good Ships have been lost on them.

From *Rovigno*, up the Land, lies the high Mountain *Galdero*, you may see it in the manner of two high Hills a-long way off; when you in the Haven of *Rovigno*, it lies E. N. E. from you. The Island *Mallamocco* and Mount *Galdero*, lie E. by S. and W. by N.

From *Rovigno* to *de Polmontoren*, the Course is S. E. five or six Leagues; this *Polmontoren* is two Rocks, which lie off of Cape de *Polla*; between them and the shore lies a great shoal, therefore you must sail between them, and so near the biggest of these two Rocks, that you may throw a stone to it, and then you are in the deepest Water.

About half a League from *Polmontoren*, S. E. in the Sea, lies a Shoal, on which you have not above eight or nine foot Water.

From Cape *Polla* to *Insola Longo*, it's S. E. Easterly, 22 Leagues; between these, five or six Leagues from *Polmontoren*, lies the Island *Sanfigo*, at the South-end of *Offero*. It is all clear Ground hereabouts, you may Anchor any where in all sorts of Winds; there you lie in three Fathom Water, and the nearer the shore the better Ground.

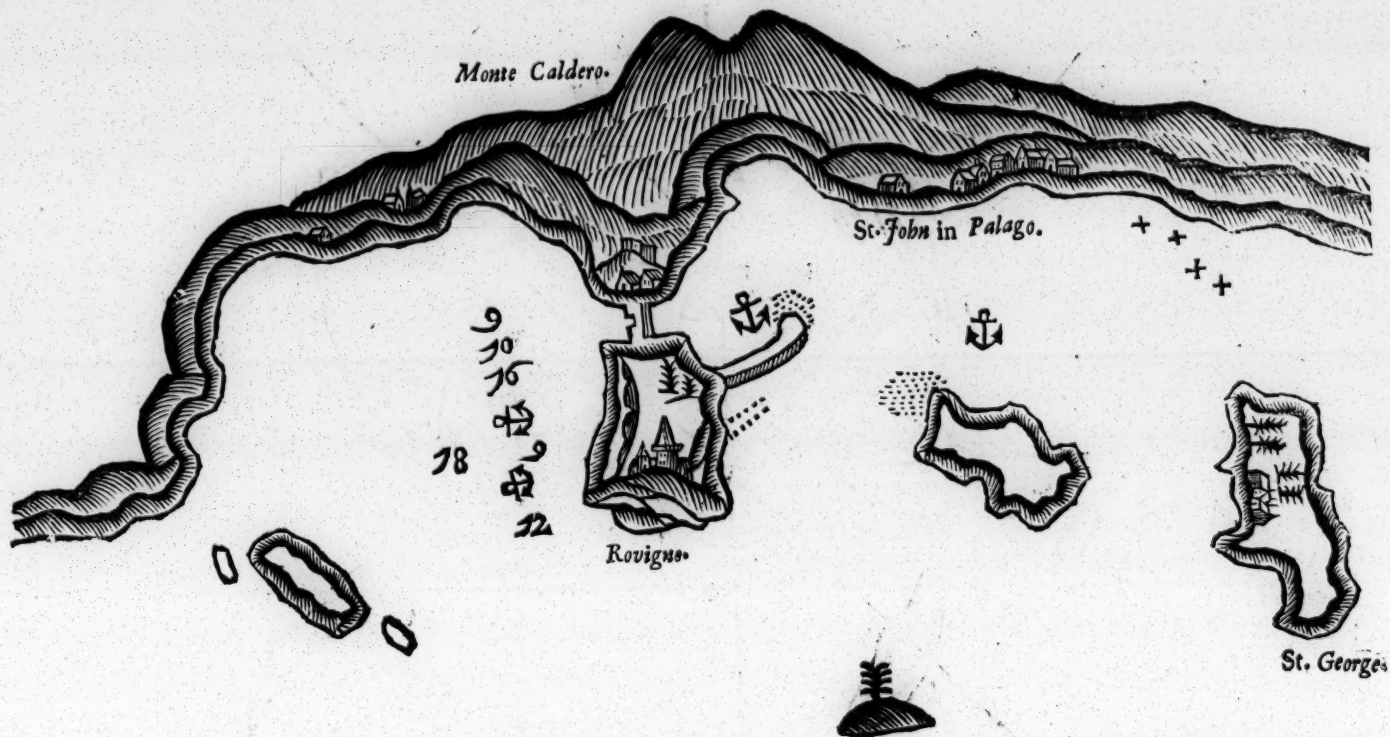
N. W. almost a League from this Island, lies a Banck of foul Ground, you have on it 10 and 11 fathom Water; but both within and without it, the Ground is good.

Thwart from *Sanfigo*, lies the Island *Offero*, there is a Haven called *Porto Monigo*, there is a good Road but foul Ground; and about three Leagues East of *Sanfigo*,

Sanfigo, lies an Island and a Haven, called *St. Pedro de Nino*, this is the Southermost of the Islands; this is a good Road, having ten and twelve fathom Water, and very good going in and out.

Westward of *Insola Longo*, is a fair Haven, called *Porto Mollato*; *St. Pedro* reacheth first East and West, and then inward N. E. you Ride there in 34 and 35 fathom Water.

The Road of *Rovigno*.



Insola Longo is about ten Leagues in length, and reacheth S. E. and N. W. You may sail between *Insola Longa* and the Main, to the City *Zarra*, the Haven here is chained up.

From *Insola Longo* to Cape *Gesso*, it's S. E. ten Leagues, and four Leagues more East lies the Island *de Bua*; between this and the Main, lies another small Island.

From *Bua* to the Island *Lisa*, its South eight or nine Leagues; at the N. E. end of *Lisa* is a Haven, called *St. George*, it's a fair and good Haven, and lieth S. S. E. in; there also lies another Island, close to the S. E. part of the Haven. At the S. W. end of *Lisa*, lies *Porto Canise*, there you lie sheltered in most Winds, but a W. N. W. blows right in. It's no Haven, but a point of Land you lie under, and very steep Ground, that when it blows hard at N. E. you may chance to drive off. At the S. E. side of the Island, you may Ride likewise, it's very good Ground round this Island, and it belongs to the Duke of *Venice*.

The Island *St. Andreas*, or *Hassa*, lies about a League West of *Lisa*; it is not Inhabited, but is full of Woods.

The Island *Mellefello*, lies from *Lisa* W. by S. about five Leagues, having about it many Rocks of a white colour. The Island, or Rock *Pomo*, is a round Rock, lying from *Lisa* West, about seven or eight Leagues; this *Pomo*, and the Island *Mallamocco*, lie N. W. and S. E. of each other.

The West-end of *Lissina*, and the N. E. end of *Lisa*, lie distant N. E. and S. W. four Leagues; at *Lissina* is a good (but small) Haven, large enough for three or four Ships: And if you desire to go in here, you must sail close to the Southermost Point of the Main, for there it is clean Ground, you may almost lay your Ships side to the shore; and as you are going in, you leave all the Islands and Rocks on your Larboard side, excepting one, which you may leave

also on the Starboard side. This Haven reacheth South and North, nearest, and when you are in close by the City, there you Ride in twelve fathom Water, moored from side to side, with your Fafts on shore; it is good sailing both in and out of this Haven.

About a League to the Northward of this place, lies the Haven of *Porto Pallarmo*, very Commodious, and counted one of the best Havens thereabouts, for there you lie Landlocked; and when you are in, (whose going in is between two high Mountains) there you lie where you will, moored with your Cables, or Haffler, or old Junck fast to the Rocks, quiet as in a Pool, or Mill-Pond.

Between *Porto Pallarmo* and *Lissina*, is another Haven, but not so large, and is called *Porto Grego*, here you lie moored to a Rock likewise; and because the Haven is somewhat narrow, you must have your Fast ready to carry to the Rock, as you come to it.

Between *Lissina*, and the small Islands lying before these Havens, you may (on occasion) Anchor, but (except through necessity) I advise you not to it, for the Ground thereabouts in most places is very foul; and besides, you have thereabout 35 or 36 fathom Water.

At the South-side of the Island *Lissina*, lies a small Island, called *Torkello*, on which standeth a Church; under this Island is good Anchor-ground, and shelter almost in any Wind.

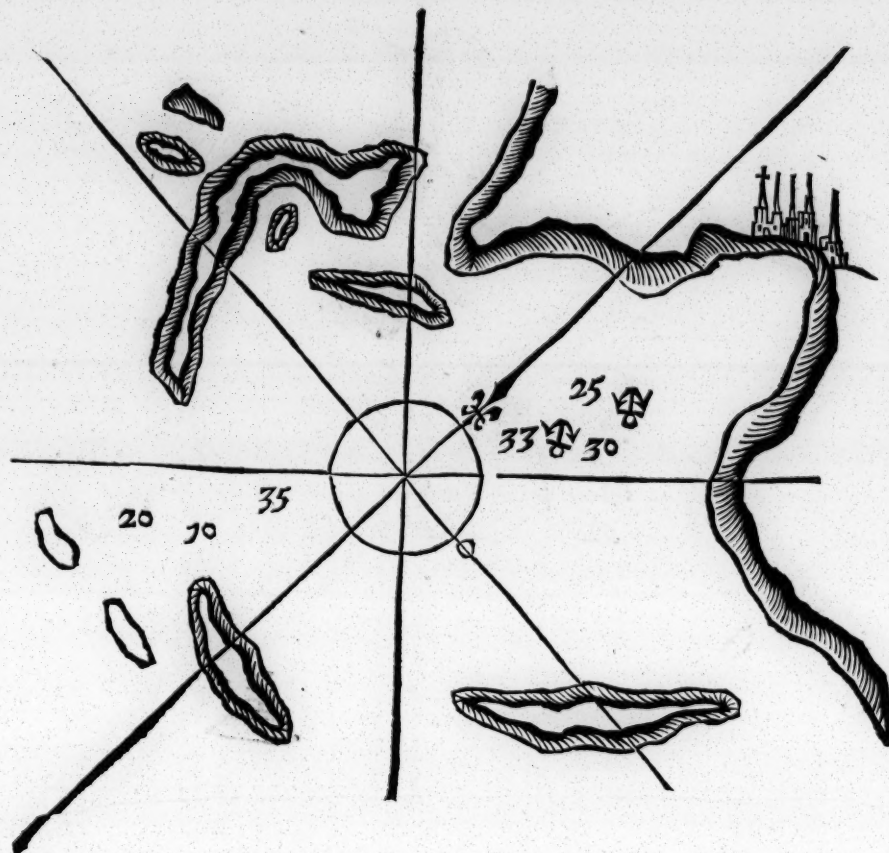
From *Lisa* to *Lagosta*, the Course is S. E. eight leagues; at the N. W. end of this Island, is a good Haven, where you lie sheltered in all Winds.

At the S. E. end of *Lagosta*, are abundance of Rocks, four or five leagues to Seaward, many of them under Water, for which reason you must shun this place. About two leagues off of *Lagosta*, lies two Islands, the nearest of which is called *Gasfola*; about which is good Anchor-ground, but very deep: The other is called *Caetsa*, and lies about midway between *Lagosta*, and

and *Lisa*, distant four leagues. From *Lagosta* W. by N. and from the South-end of *Lisa*, S. E. and N. W. and from the Island *Andria*, W. N. W.
Gatfol and *Lisa*, lie N. W. Westerly, and S. E. Easterly.

In the midst of the Gulf, as near one shore as the other, lies the Island *Pellagosa*, distant from Cape *Pellagosa*, *Ustice*, North, ten leagues, and from the Island *Lisa*, South, and from *Lagosta*, S. W. by S. eight leagues: the Island *Pomo*, and *Pellagosa*, lie distant N. W. by N.

The Haven of St. Pedro.



13 leagues; about a league E. by S. of *Pelagosa*, lies a Rock about the bigness of a Ship, even with the Water, and between them lies another great Rock, but that is above the Water.

Northward of *Lagosta* lies a great Island, called *Corfiola*, being nine leagues in length; at the S. W. side of this Island is a good Haven, called *Porto Carbon*, behind two or three small Islands. You may know this Haven, by a high Mountain lying right up with it, on which is a great white Path like to a beaten Road; this Haven hath good Anchor-ground, and bears from the N. W. end, of *Lagosta* N. E.

At the N. E. side of *Corfiola*, lies the City *Gursola*, there is also a good Haven, sheltered in all Winds; between *Gursola*, and the Land of *Sabioncello*, you have 22, or 23 fathom Water, good clean Ground, but at the S. E. end of *Corfiola*, lie abundance of Rocks, but most above Water; therefore you must keep close to the Main of *Sabioncello*, where you will have eight or nine fathom Water, and the nearer the Rocks the deeper.

From thence to the Island *Maleda*, it's S. S. E. five leagues, this Island is about six leagues in length; you may Anchor in the River, but it's very deep. At the N. W. end it's 50 fathom, and at the S. W. end 35. *Maleda* and *Lagosta*, lie distant East and West, six Leagues, and between them lies the Island *St. Augustine*, and East of *Maleda* lies the Island *Jappano*, there is also another good Haven: At the East-end of *Maleda*, lies *Isla Mesa*, behind which you may lie sheltered in all Winds, you sail betwixt the Island and a Rock, leaving it on the Larboard side; this Rock is round like a Loaf, and when you are in, there is room enough; and East of this Island is another, cal-

led *Galla Mota*, on which stands a little Church.

From *Maleda* to *Ragusa*, it's E. by N. six leagues: Before *Ragusa*, lies the Island *Cromma*, behind which is a good Road, lying sheltered in all Winds. *Ragusa* is well known, by a Church standing on a Mountain above the City.

Two Leagues E. S. E. of *Ragusa*, lies *Ragusa Vichia*, near which is a fair sandy Bay to make Road.

From *Maleda* to *Cattaro*, the Course is E. by S. and E. S. E. twelve leagues; the River of *Cattaro* reacheth N. N. E. to *Castel Nova*, and in sailing in, you leave on the Starboard side an old Church: And from *Castel Nova* it reacheth East, to an Island whereon there standeth a Church, and then to *Peraiso* it reacheth N. E. and to the City *Cattaro* E. N. E.

East from Point *Cattaro*, lies a Rock and a House standing on it; behind this Rock is the Bay *Famiso*, very good Anchor-ground.

From *Cattaro* to *Budoa*, it's S. E. by E. five leagues; on the Point thereof stands a Castle, and a high Island lying by it, you first run to the Northward, and Anchor behind this Island; three leagues farther lies the City *Antonary*, there is good Road likewise.

Two leagues from *Antonary*, lies the City *Dulleigno*, there is a small Creek, where you may ride; and near this lies *Valdenosy*. From *Maleda* to *Durassa*, S. E. by E. 35 leagues, and from *Durassa* to *Lavilona*, South, 19 leagues.

Lavilona is a good Haven, the Island *Soasina* lies right before it; on the innermost part of this Island is a good place to Water at, being good Spring-water issuing out of a Mountain.

From *Soasina* to the Island *Corfu*, it's S. E. by S. Southerly, twelve leagues: At the N. W. end of *Corfu*

St. Augustine.

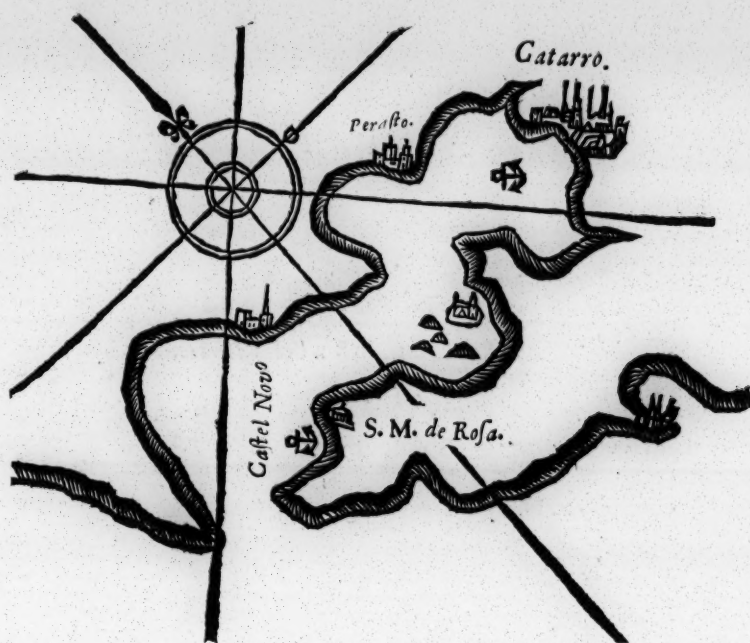
Antonary.

Valdenosy.

Corfu

Corfu lie two small Islands, *Fanu*, and *Marlere*, you cannot fail between them, but sailing between *Corfu* and the Main, is here-under described, together with the Havens and Roads thereof.

The Haven of *Catarro*.



Courses and Distances from one Place to another.

From Point *Rheso*, to Cape *Spartevento*, E. by S. 8 or 9 leagues
 From Cape *Spartevento* to Cape *Borsano*, N. E. by N. 4 leagues
 From Cape *Borsano* to Cape *de Stillo*, N. N. E. 10 leag.
 From Cape *de Stillo*, to Cape *Collomne*, N. E. by E. 20 leagues
 From Cape *Spartevento*, to Cape *Collomne*, N. E. Easterly, 31 leagues
 From Cape *Collomne* to *Tarante*, N. by W. 31 leagues
 From Cape *Collomne* to *Gallipoly*, N. N. E. 21 leagues
 From Cape *Collomne*, to Cape *St. Mary*, N. E. Northerly, 24 leagues
 From Cape *St. Mary*, to Cape *Otranto*, North, Easterly, 9 leagues
 From Cape *Otranto* to *Brundisy*, N. W. by W. 13 leag.
 From *Brundisy* to *Monopoly*, W. N. W. 10 leagues
 From *Monopoly* to *Barry*, W. by N. 12 leagues
 From *Barry* to Cape *Vestice*, N. W. by N. Northerly, 12 leagues
 From *Monopoly* to Cape *Vestice*, N. W. by W. 23 leagues
 From Cape *Vestice*, to the Island *Gimnasy*, N. W. by N. 8 leagues
 From *Gimnasy*, to the Islands of *St. Maria Trinity*, W. by S. 3 leagues
 From Cape *Vestice*, to the Islands of *St. Maria de Trinita*, N. W. by W. 10 leagues
 From Cape *Vestice* to *Ortona*, W. N. W. Westerly, 27 leagues
 From *Ortona* to *Ancona*, N. W. Northerly, 31 leag.
 From *St. Maria de Trinita*, to *Ancona*, N. W. by W. 42 leagues
 From *Ancona* to *Synagayen*, W. by N. 8 leagues
 From *Ancona* to *Rimano*, N. W. by W. Westerly, 21 leagues
 From *Rimano* to *Vollane*, N. N. W. 18 leagues
 From *Vollane* to *Venice*, N. by E. 17 leagues
 From *Venice* to *Rovigno*, E. S. E. 120 leagues
 From *Rovigno*, to the Rocks *Polmonteren*, S. E. 6 leag.

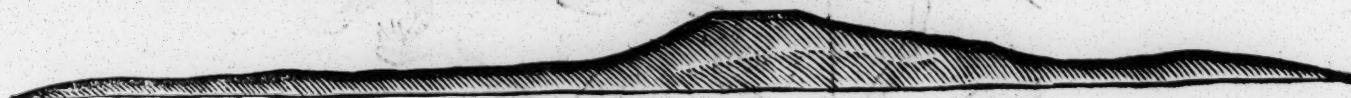
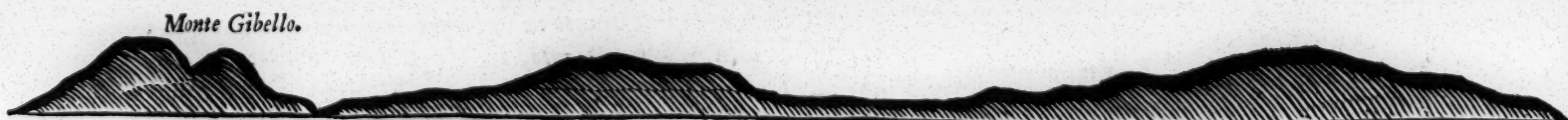
From *Polmonteren* to *Insola Longo*, S. E. Easterly, 23 leagues
 From *Insola Longo*, to Cape *Gesta*, S. E. 10 leagues
 From *Bua* to *Lisa*, South, 8 or 9 leagues
 From *Insola Longo* to *Lisa*, S. E. Easterly, 20 leagues
 From *Lisa* to *Pomo*, West, 6 leagues
 From the South-end of *Lisa* to *Caetse*, 5 leagues
 From *Caetse* to *Engelso*, E. by S. 4 leagues
 From *Lagosta* to *Maleda*, East, Northerly, 6 leagues
 From *Maleda* to *Ragusa*, E. by N. 6 leagues
 From *Ragusa* to *Catarra*, S. E. by E. 6 leagues
 From *Catarra* to *Dulcigno*, S. E. by E. 9 leagues
 From *Dulcigno* to *Durasso*, S. E. by S. 9 leagues
 From *Durasso* to *Laviola*, 18 leagues
 From *Laviola* to *Corfu*, S. S. E. 13 leagues
 From *Laviola*, or *Soasena*, to the Island *Fanu*, South, 12 leagues

Thwart Courses.

From Cape *St. Mary*, to the Island *Fanu*, E. by N. 13 leagues
 From Cape *Otranto*, to the Island *Soasano*, N. E. 12 leagues
 From Cape *Otranto* to *Lavilona*, N. E. 12 leagues
 From Cape *Otranto*, to Cape *Durasso*, N. N. E. 28 leagues
 From *Brundisy* to *Ragusa*, N. by E. Easterly, 33 leag.
 From *Brundisy*, to Cape *Durasso*, N. E. 26 leagues
 From *Brundisy*, to the Island *Lagosta*, N. W. by N. 40 leagues
 From *Brundisy*, to the Island *Palagosa*, N. W. 40 leag.
 From *Vestice*, or *Monte St. Angelo*, to Cape *Durasso*, East, 48 leagues
 From *Monte St. Angelo* to *Cartarro*, E. N. E. 33 leag.
 From *Monte St. Angelo* to *Melida*, N. E. by E. 22 leag.
 From *Monte St. Angelo* to *Lagosta*, N. N. E. 17 leagues
 From *Monte St. Angelo* to *Palagosa*, North, 10 leagues
 From *Monte St. Angelo* to *Ancona*, N. W. Westerly, 53 leagues
 From *Ancona* to *Palagosa*, S. E. by E. Easterly, 44 leag.
 From *Ancona*, to the Island *Pomo*, E. by S. and E. S. E. 33 leagues
 From *Ancona* to Cape *Gesta*, East, 37 leagues
 S # From

From <i>Ancona</i> to <i>Insola Longo</i> , E. N. E.	31 leagues	From <i>Pelagosa</i> ; to the Island at the South-end of <i>Lisa</i> , N. by W.	10 leagues
From <i>Ancona</i> to the Island <i>Lerda</i> , N. E.	28 leagues	From <i>Palagosa</i> , to the Island <i>Pomo</i> , N. W. by N.	13 leagues
From <i>Ancona</i> , to the Island <i>Sangiso</i> , N. N. E.	30 leagues	From <i>Pomo</i> to <i>Venice</i> , N. W.	80 leagues
From <i>Ancona</i> , to the Rocks <i>Polmontoren</i> , North, Easterly,	32 leagues	From Cape <i>Colonne</i> , to Cape St. <i>Sydaro</i> in <i>Zephallania</i> , E. by S.	45 leagues
From <i>Ancona</i> to <i>Parento</i> , North,	36 leagues	From Cape St. <i>Maria</i> , to Cape St. <i>Sydaro</i> , S. E.	40 leagues
From <i>Ancona</i> to <i>Venice</i> , N. N. W. Westerly,	47 leagues		
From <i>Pelagosa</i> to <i>Lagosta</i> , N. E. by N.	8 leagues		
From <i>Palagosa</i> to <i>Gaetso</i> , N. by E.	6 leagues		

The appearance of these Lands at Sea.

Cape *Spartevento*.The Land between Point *Regio* and Cape *Spartevento*, when Point *Regio* lies N. by W. shews thus.Cape *Barfona* N. by E. eight Leagues off, shews thus.Cape *Spartevento* W. by N. five Leagues off, shews thus.The Land between Cape *Spartevento* and Cape *Stylo*, shews as in this, and the three following Figures.Cape *Stylo* N. W. by N. 13 LeaguesCape *Spartevento*.Cape *Spartevento*, North, Easterly, shews it self on this wise.Cape *Barfona* West, and W. by N. and the East-end N. W. by N. and eight Leagues off, then lies *Monte Gibello* without Cape *Barfona*, 18 Leagues from you.*Monte Gibello*.Cape *Spartevento* N. W. 11 Leagues off, shews thus.Cape *Collonne* North, eight Leagues off, shews thus.The Land between Cape *Barfona* and Cape *Collonne*, four or five Leagues off, then it shews thus.

Cape



Cape Collonne, these two Points bearing S. S. W. and N. E. On the Southermost stands a Light-House, and on the Northermost two Pillars; when you are past this last, you may see the Town Cotrone.

Cape Collonne appeareth thus, with the Land on the West-side of it, when the Land lies W. by N. from you.



This Land belongs to that above, the Crosses must be joyned together.

Cape Collonne S. W. eight or nine Leagues, the Land to the Northward of it shews thus, and as in the three following Figures.



The letters A A must be joyned together.



The letters B B must be joyned together.



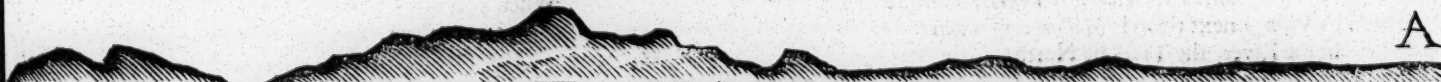
Cape St. Maria N. E. by N. four Leagues off, the Land then to the Westward reacheth to the Gulf of Taranto, and appeareth thus, the Westward Land then lies from you N. W. eight Leagues.



Cape St. Maria S. by W. shews thus,



Cape Maria South a League from you, shews thus,



The high Land of Corfu, when Cape Longo lies N. E. by N. the North point of Corfu East, the Island Fann E. N. E. and Cape St. Maria W. by S. then it appears on this manner.



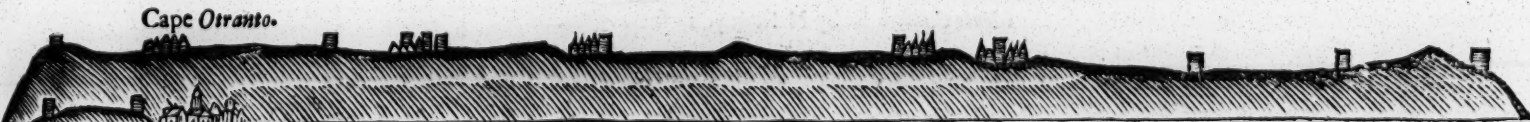
The letters A A must be joyned together.



Fann N. by W. five Leagues off, shews thus.

Fann E. by S. four Leagues off, shews thus.

Fann North, shews thus.



Cape Otranto, with the Land Westwards towards Brundisi, eight Leagues off, and the Cape South four Leagues off, shews thus.



Brundisi W. S. W. three Leagues off, shews thus.



Cape Uffice W. N. W. from you, shews thus,

Monte Angelo S. W. from you, shews thus.

T

Monte

Monte St. Angelo, or *Cape Vestice*, S. by W. shews thus, then this long Mountain is the first Land you see in the Gulf. You may then in clear weather see the Island *Pelagosa*, also the high Land of *Ragusa*.



The Land to the Eastward of *Ancona* Point, when *Cape Citta Nova* lies West from you, then it shew thus.

Cape Ancona S. by W. and S. S. W. 11 Leagues.

S. W. by S. three Leagues.

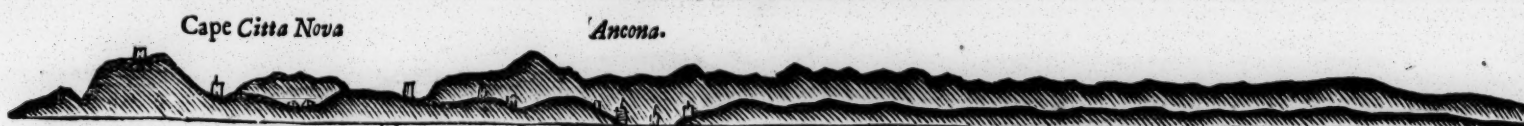
The Valley S. W. by W.



Ancona, with the Land Westward of it, appears as in this and the following Figures.



The letters B B must be joyned together.



The Point of *Ancona* and the City, shews thus, and the Mountain of *Citta Nova* South from you.



The Mountain of *Ancona* W. N. W. from you, shews thus.

The City *Chioggia* from you, and seven Leagues South from *Venice*, shews thus.

The Towers of *Venice*, when you are three or four Leagues from the Land, shew thus.



When you come near *Chioggia*, it shews thus.

These Houses stand to the Southward of the River of *Venice*, and to the Northward of *Venice* is *Malamocco* River.



These Trees stand North of the River of *Venice*, and the Town or Village next them is *Malamocco*, when in the River, the Trees lie North.

When you first see the Towers of *Venice*, you are five Leagues from Land.



The Land of *Istria* to the Northward of *Parenzo*, shews thus.



Thus shews the Island *Unica*, when you first see *Caldero*.



Monte Caldero E. by N. from you, shews thus.



Monte Caldero E. N. E. from you, shews thus.



The Island *Sanfego*.

Cape Pullo, and *Monte Caldero*, North from you.



The Island *Galiola*, N. E. by E. from you, shews thus, being North of *Sanfego*, and West of the Island *Vadagofa*.

Galiola N. E. seven Leagues off, shews thus.



The Island *Sanfego* N. N. W. from you, then it lies N. W. by W. eight Leagues from the Haven of *Pedro de Malata*.



St. *Pedro* E. by N. eight Leagues from you, shews thus.



Vadagofa, when five Leagues from the Land, shews as in this and the next following Figure.



The letters A A must be joyned together.



The Island *Palmerola* N. E. by N. it lies between the Islands *Vadagofa*, and *Scerda*.



The Island *Scerda*, E. N. E. from you.

The Island *Zamponselle* E. by N. from you.



When *Isla Longo* N. E. seven Leagues from you, shews as in this and the following Figure.



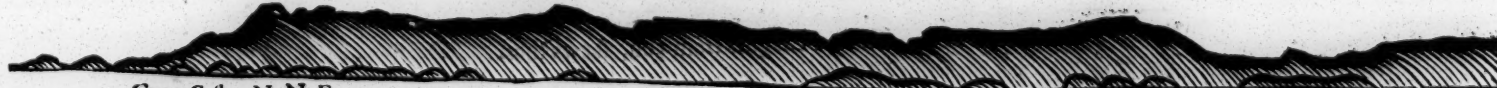
The letters A A must be joyned together.



The Island *Corona* five Leagues East of *Isla Longo*, shews thus.



Budoa N. N. E. seven Leagues from you, shews thus.



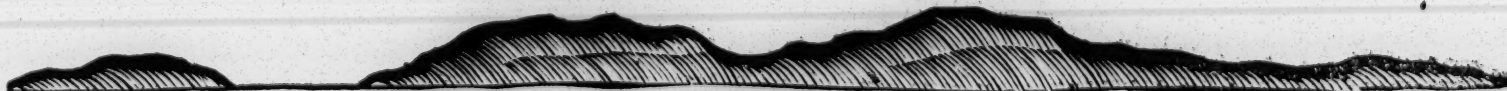
Cape *Cesto*, N. N. E.



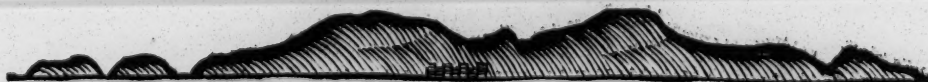
Cape *Cesto*, when the Land to the Northward of it, and Southward of it, appears as in these four last Figures.



Lifa, S. E. by E. 11 Leagues off, then the other two Islands lie the one S. E. and the other S. S. E. and the Island *Pomo* S. by W. from you.



When *Lifa* lies N. E. by E. four Leagues off, it shews thus.



The Island *Lifa* lying N. E. by E. and being near it, it shews thus; then you may see the Bay of *Porto Canisy*.

Makings of Land on the Coasts



Lisa N. E. from you, and the Island *Bagge*
E. N. E. appears thus.



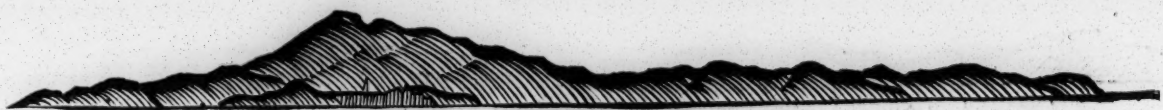
When *Lisa* lies N. W. from you,
it shews thus.



The Island *Lisa* North, four Leagues from you, then is the S. E. Point shut in with the Land,
but you may then see the Rocks that lie at the N. W. Point.



Lisa four Leagues distant, shews thus.



Lisa N. W. by N. eight Leagues off, shews thus.

St. Andrea.

Melisello.

Pomo.



These three Islands, *St. Andrea*, *Melisello*, and *Pomo*, when *St. Andrea* lies S. E. nine Leagues from you, and *Melisello* S. S. E. eight Leagues from you, and *Pomo* S. by W. three Leagues from you; this is the nearest Island to *Venice*.



When *St. Andrea* lies about four Leagues from you,
you cannot see *Melisello*, nor *Pomo*.



St. Andrea S. W. by S. from you,
shews thus.



St. Andrea, when you are to the Eastward of it (as *Lampione* Is. and *San Andrea*) you may then see
Melisello to the Northward of it, and from you W. N. W.



St. Andrea N. by W. four Leagues from
you, shews thus.

Melisello N. W. shews thus.

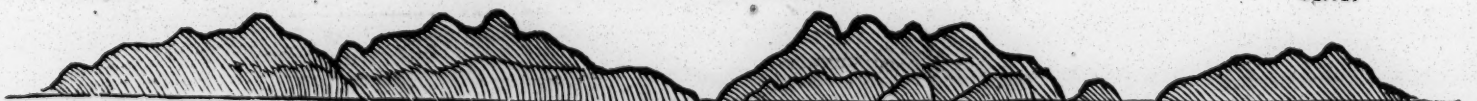
Pomo W. N. W. 7 Leagues,
shews thus.



St. Andrea E. S. E. four Leagues from you, shews thus.

Lisa.

Carra.



St. Andrea S. E. five Leagues from you, shews thus.



In this manner appears the Island *Pelagaso*, shewing
it self on both sides near alike.

Pelagaso N. N. W. from
you, shews thus.



Pelagaso S. by West from you, shews thus; then the Island *Augusta* lies E. N. E. Northerly, eight Leagues distant.



The Island *Caesfo* S. E. by E. from
you, sheweth thus.

Caesfo E. by S. five Leagues from you,
sheweth thus.



Caesfo being a bout a League from you, shews thus.

Caesfo.

Caesola.

Caesola.

The Islands *Caesola* and *Caesola*, when *Caesola* lies S. E. 11 Leagues distant, and *Caesola* S. E. by E. nine Leagues off; these two Islands lie distant one from the other about three Leagues.

Cassa N. W. by N. four Leagues from you, shews thus.

The Island *Corfiola* North, one League from you, sheweth thus.

Corfiola.

Then *St. Andrea* is N. by W. four Leagues.

Lisa N. N. E. three Leagues.

Greenish N. E. from you.

Corfiola.

When N. E. six Leagues from you, it shews thus.

Corfiola.

When *Pelagosa* lieth S. W. four Leagues from you, it sheweth thus.

The Island *Agosta* six Leagues North from you, sheweth thus.

Agosta E. by S. and *Caesola* S. S. E. then they appear thus, with the Island *Cassola*.

Agosta N. E. by E. four Leagues from you, and *Caesola* N. E. by N. shews thus.

The Island *Agosta* N. W. by N. five Leagues from you, sheweth thus.

Lisa N. W. by W. and *Agosta* N. W. by N. six Leagues from you, sheweth thus.

Agosta.

Corfiola.

Agosta, *Corfiola*, and *Melida*, when sailing by them, appear as in this and the following Figures.

Melida.

The letters A A must be joyned together.

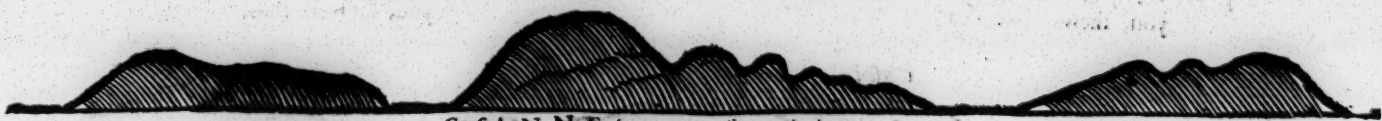
The letters C C must be joyned together.



The Island *Corfu* E. by S. nine Leagues from you, sheweth thus. The North-end is high, and the Path on it which is white, may be seen seven or eight Leagues from the Land.



Corfu North nine Leagues from you, sheweth thus.

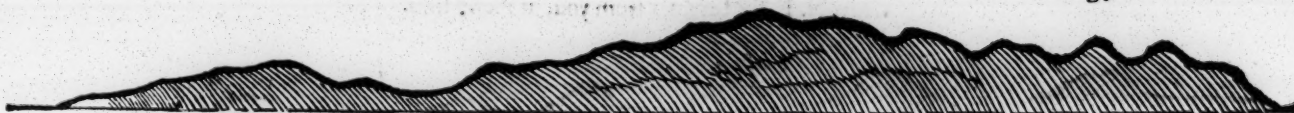


Corfu N. N. E. from you, sheweth thus.



The Island *Melida* N. E. four Leagues from you, sheweth thus.

Ragusa.



When the Point of *Ragusa* lies E. by N. eight Leagues from you, then it sheweth thus.

Melida N. N. W. five or six Leagues from you, sheweth thus.

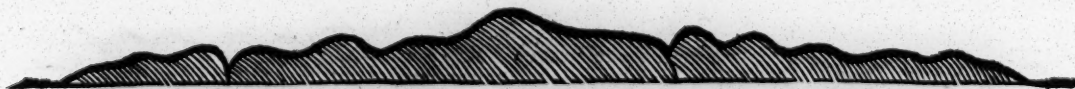


The Land about *Cattaro* and *Budua*, sheweth as in this and the Figure following.

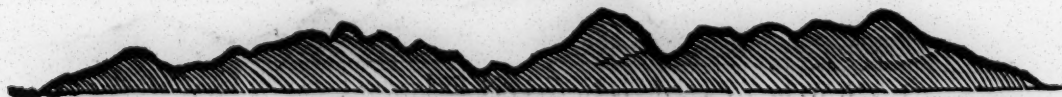


A

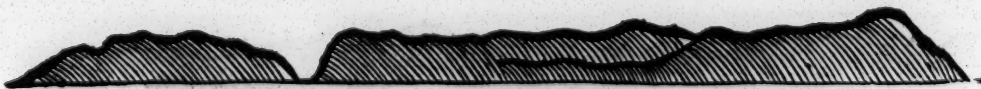
The letters A A must be joyned together.



The Point of *Goafena* S. E. from you: This Island lies at the end of *Laviloina*, just entring the Gulf, on the *Greek*-shore.



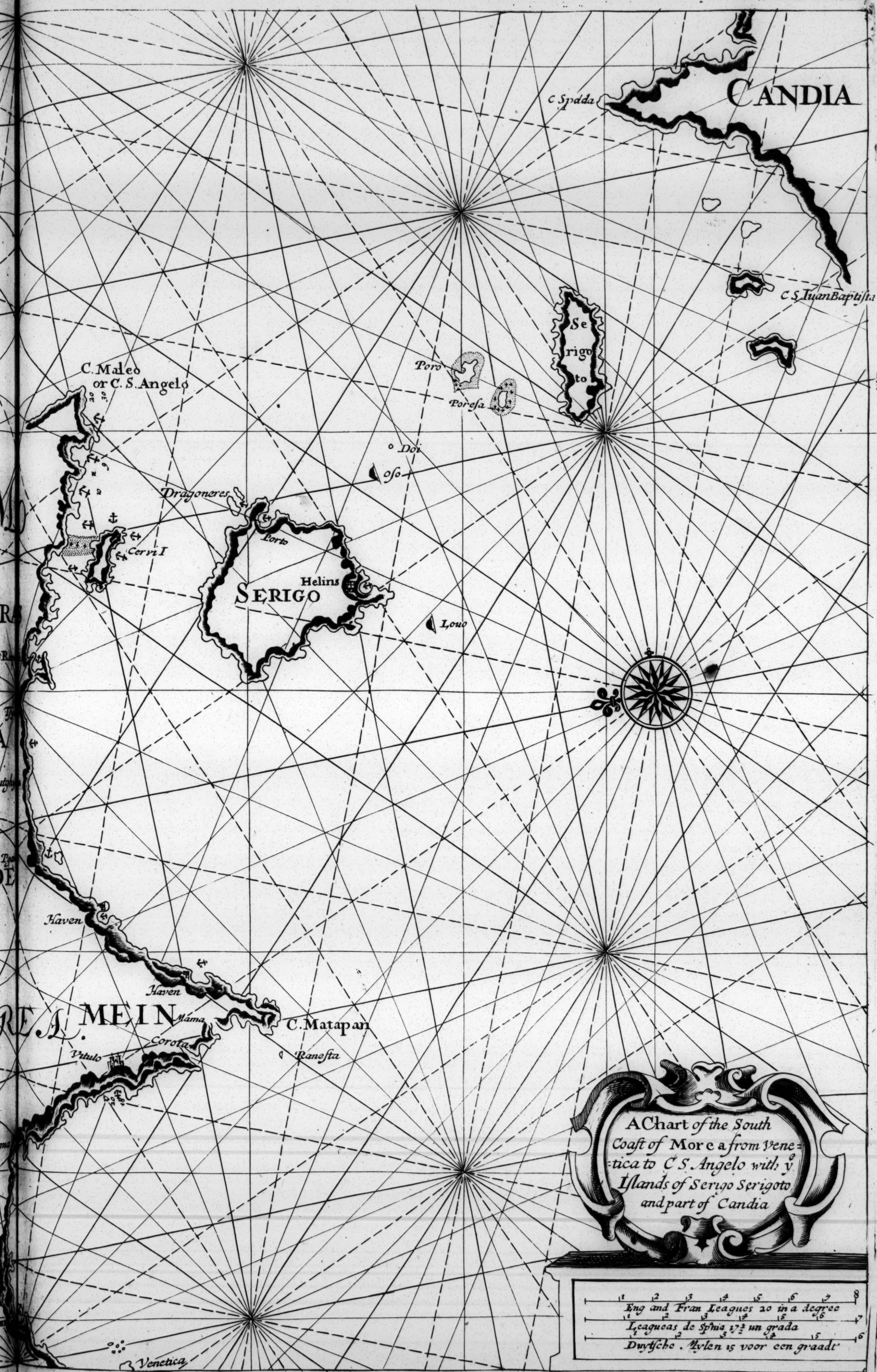
Goafena N. N. E. from you, sheweth thus.



The high Land of *Laviloina*, coming from the Southward, sheweth thus, with the Island *Goafena* without it.

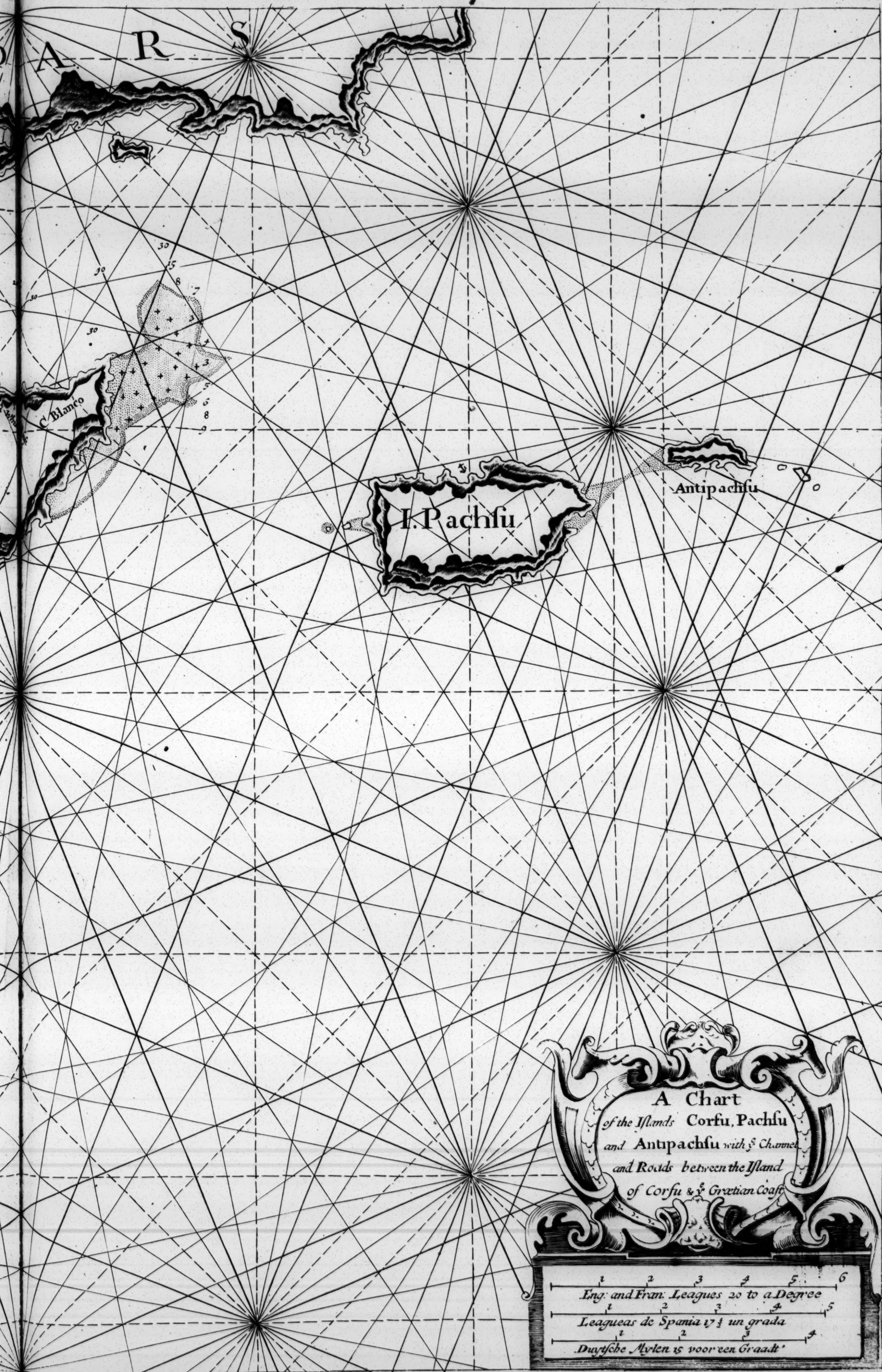


Cape *Lingua* North, and the Southernmost Point E. N. E. (which is the first Point of Land you can see on the *Greeks* side) coming into the Gulf, then it appeareth after this manner.



A Chart of the South
Coast of Morea from Vene-
tica to C. S. Angelo with y
Islands of Serigo Serigoto
and part of Candia

1	2	3	4	5	6	7	8
Eng and Fran Leagues 20 in a degree							
Leagues de Spina 17½ un grada							
Duytche . Mlen 15 voor een graadt							



C H A P. VII.

Containing a Description of the Islands of Corfu, Antipascu, Zephelonia, and Zante, with the West Coast of Morea, until you come to Cape Sapiensa, or the Point of Modon.

THe Island *Corfu*, lies distant from the Island *Soasina* 13 Leagues S. S. E. but the Island *Fanu*, on the North-end of *Corfu*, lies from *Soasina* South nearest. Between *Fanu* and *Corfu*, lies the Island *Merlere*, under which you may Ride. To the Northward of *Corfu*, lie three Rocks, called *Fre-Scogly*, behind these Rocks you may also Ride in ten or twelve fathom Water; also under the North-end of *Corfu*, you may Ride in the same depth of Water.

Fre-Scogly.

In the Bay of *Caspe*, is a good Road, for there you may lie with a mooring on shore, and an Anchor to Seaward, sheltered in all Winds except Northerly.

Serpe.

Those that come in from the Northward, and would go into *Corfu*, must keep close by the *Barbary* shore; and at the going in of *Corfu*, there lie two Rocks, the Westermost which is called *Serpe*, is the biggest; on both sides of these Rocks there is Water enough, but to the Southward of them there lies a shoal, or ledge, which reaches from *Corfu* to the Main, which you must shun, and may (if you please) come to an Anchor in the River; but there you have almost 40 fathom Water. Just at the entering in of *Corfu* on the Main, is a very fair Bay and good Road, sheltered in all Winds: From this Bay till you come into *Corfu* Road, your Course is S. by W. Westerly, your Anchoring at *Corfu* is to the Northward of the Castle, and over against the Islands *Malpere* in 15 or 16 fathom water, good Ground.

Cape Blanco.

From the South-end of *Corfu*, which is called *Cape Blanco*, reacheth a great shoal, a good way into the Sea; therefore if coming from the Southward, you would go into *Corfu*, keep close to the Island *Pachsu*, to the Northermost Point, till it bear S. W. by S. from you, and keep it so till you see on the main Land (a little to the Southward of *Corfu*-Point) a high and round Mountain, that is almost like an Island in appearance, then will you also see an Island lying near the Main, keep these N. E. by N. from you, and sail in to them; on the shoal afore said, you shall have ten, eight, and six fathom Water, but come no nearer, for it's very uneven and cragged Ground, having sometimes ten fathom, the next cast but five; but if you keep the said Island as before said, you shall not touch it: And when you are come within a League of the said Island, then sail N. W. Westerly, till you come to a round Rock joyning to the Main; the Rock lying abreast of you, then are you near another shoal, lying off the smooth even Point of Land, on which standeth a white House: This is also a very uneven shoal, and you must not therefore trust to Soundings, therefore sail as before, close to the main Land; but if the Wind be scant that you cannot, and are forc'd to sail by this shoal, then come not in less than 12 or 15 fathom Water, for a Ship's having almost 20 fathom Water, ere they could throw the Lead again, were fast. And when you come to the said round Rock, then sail N. W. and N. W. by W. (which is right with *Corfu*) and coming within the Point, run into the Bay between *Malpere* and the Castle, and let fall

your Anchor in 15 or 16 fathom Water.

From *Fanu* to the Island *Pachsu*, the Course is S. E. *Pachsu*, by S. 14 or 15 Leagues. From *Pachsu*, to Cape St. *Sidaro*, (which is the Westermost Point of *Zephelonia*), the Course is South 20 or 21 Leagues; and from *Corfu* to *Zephelonia*, the Course is S. by E. being due West from *Corfu*.

Zephelonia.

Zephelonia hath two Havens, one on the S. W. side, and the other on the N. E. The first and best is called *Porto de Arogostoly*, and lies a little to the Southward of Cape *Sidaro*; there lies an Island before this Haven, called *Guardia*, you may sail on either side thereof, and ride behind it in eight or nine fathom Water; the Island *Zephelonia* reacheth on the South-side, East and West. The South-Point of *Zante*, lies from Cape *Sidaro* S. E. by S. and S. S. E. and the North-Point of *Zante*, lies from the South-Point of *Zephelonia*, S. W. by W. four or five Leagues.

Zante Road.

Between *Zephelonia* and *Zante*, you may sail without fear. Those that coming from the Northward, and bound for *Zante*, must sail close by the North-Point, which is a clean Coast; and being past the North-Point, there lies a great Creek, there you may Anchor in 17 or 18 fathom Water, good Ground, and good Road in Westerly Winds. Those that would go into *Zante* Road, must keep close to the N. E. Point, and being past the Point, sail directly to the City; over the City standeth a Castle, on a high Hill, sail into the Bay till you come before the City, and till you are abreast of the Mould, on which standeth a Church, and anchor abreast of it in what depth of Water you will; there you lie sheltered in all, except N. E. Winds, which blow right in.

About half a League to the Southward of *Zante*, reacheth a Ledge of Rocks, above a quarter of a League from the shore; those that come from the Southward, and would go into the Road, must not come nearer them than eight or nine fathom Water.

Ledge of Rocks.

Between the South and S. E. Points of *Zante*, is a great Creek, in which lies an Island very high and sharp; you cannot Anchor to the Eastward of it, for betwixt it and the shore it is all foul Ground and Rocky, but to the Westward it's all good Road, and lies sheltered in all Winds. And by reason here is no Fort nor Castle, the *Turks* in Gallies and other Vessels, often Anchor here; therefore such as would Ride there, ought to be provided.

Thwart from *Zante*, Eastward on the Main of *Morea*, is a Road under a Castle, called *Corneso*, but the Ground is very foul, and no good Riding; at this place there is much Currens loaden.

Castle Corneso.

From the S. E. Point of *Zante*, South five Leagues, lies the Island *Straffodia*, a low Island almost even with the Water: it is round about, but especially on the North-side very foul; there standeth a Church on it, but you must be close to the Island before you can see it; in the Night and dark Weather, you must have a care and shun this Island.

Straffodia.

From *Straffodia*, to the Point of *Modon*, or Cape *Sapiensa*, it's S. E. by S. 11 Leagues; to the Southward

ward

Sapienza. ward of it lies the Island *Sapienza*, and a little to the Eastward off of the aforefaid Point, lies an ancient renowned City, called *Modon*, and three Leagues to the Northward of the Point, lies the City *Sparika*, and Haven of *Navarina*; there lies before the Bay three Islands, you must go to the Southward of them inward.

Prodono. Five Leagues to the Northward of Point *Modon*, lies the Island *Prodono*, between it and the Main is good Road, in 17 or 18 fathom Water, especially with East and Westerly Winds; you must Anchor about the middle of the Island, for both within as well as without, it's very deep. The Coast to the Northward towards *Zante*, is a fair Coast, but deep Water all along.

Those that would go into the Haven of *Navarina*, coming from the Northward, must sail close by the shore near *Prodono*, leaving the Castles one on the Starboard, the other on the Larboard side, and Anchor behind the Castle on the Starboard side.

Four mile or more, Eastward of Cape *Sapienza*, lies the City *Modon*, excellent and noted for the great Trade and Merchandize thereof; there you lie in a fair sandy Bay before the City, and have good Anchor-Ground, and safe Riding.

Courses from one Place to another.

From <i>Paro</i> to <i>Fanu</i> , N. W. by N.	16 leagues
From <i>Fanu</i> to Cape <i>Otranto</i> , W. N. W.	12 leagues
From <i>Fanu</i> to Cape <i>Maria</i> , W. by S.	13 leagues
From <i>Paro</i> to Cape <i>Sidaro</i> , (the Westermost Point of <i>Zephelonia</i>) South,	20 leagues
From Cape <i>Sidaro</i> , to the South-end of <i>Zante</i> , S. by E. and S. S. E.	19 leagues
From the South-Point of <i>Zephelonia</i> , to the Northermost Point of <i>Zante</i> , S. W. by W.	4 or 5 leagues
From the East-point of <i>Zante</i> , to the Island <i>Straffodia</i> , South,	7 leagues
From the East-Point of <i>Zante</i> , to <i>Prodono</i> , S. S. E.	13 leagues
From the East-Point of <i>Zante</i> , to the Island <i>Sapienza</i> , S. S. E. Southerly,	19 leagues
From <i>Straffodia</i> , to Cape <i>Sapienza</i> , S. E. by S.	11 or 12 leagues
From Cape <i>Sidaro</i> , to Cape <i>St. Maria</i> , N. W.	42 leag.
From Cape <i>Sidaro</i> , to Cape <i>Gollomne</i> , W. by N.	32 leagues
From Cape <i>Sidaro</i> to <i>Passaro</i> in <i>Sicily</i> , W. S. W.	12 leag.
From <i>Zante</i> to Cape <i>Passaro</i> , W. by S.	92 leagues
From <i>Sapienza</i> , to Cape <i>Passaro</i> , West,	101 leagues

How these Lands appear at Sea.



When the North-end of *Corfu* lies N. N. E. and the Island *Fanu* N. N. W. then it shews thus.



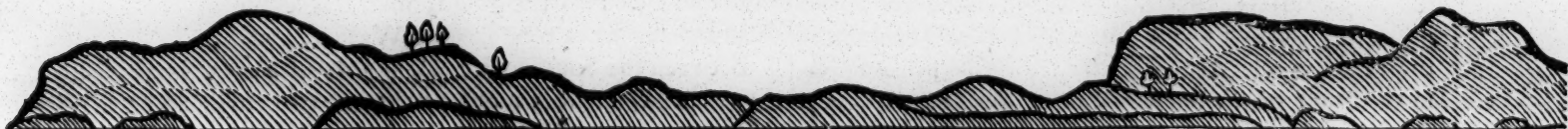
Corfu N. E. shews thus.



Thus looks *Corfu*, when *Pachso* lies S. E. nine Leagues from you.



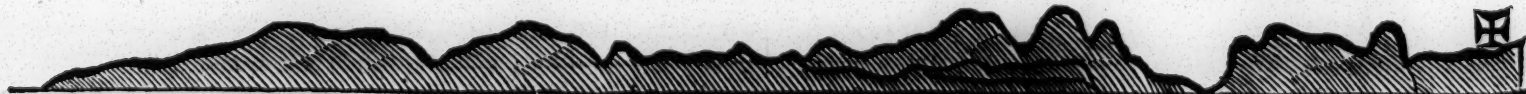
Thus sheweth *Corfu*, when the Islands to the Northward of it lie N. E. seven Leagues off.



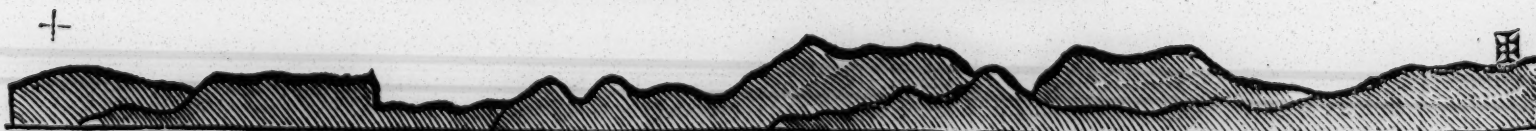
Pachso, and *Antipachso*, shew thus when *Pachso* lies N. by W. four Leagues from you, and the Land then above it are very high Mountains, which you may see over *Antipachso*.

St. Marco.

The Main Land.

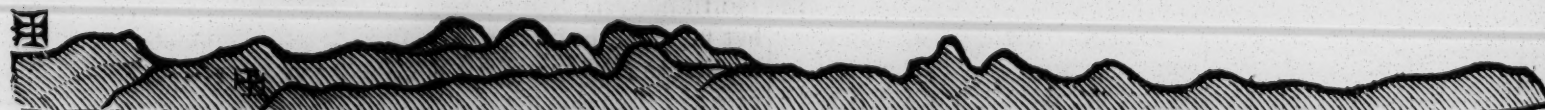


The next two belong to this, the Crosses must be joyned together.



A Haven.

Zephelonia East.



When the North-end of *Marco* lies E. N. E. from you, then it (with the Main Land over it) appears thus, and as in the two foregoing Figures. The Island *Marco* lies a little to the Northward of *Zephelonia*.

Zephelonia

Zepbelonia E. S. E. eleven Leagues off, shews thus.

Zepbelonia East five Leagues from you, shews thus.

Guardia.

Zante E. S. E. from you, shewes thus.

Straffodia N. N. W. Westerly, seven Leagues off, shews thus.

Zante N. W. two Leagues off.

Zante N. by W.

Thus sheweth *Straffodia* W. N. W. five Leagues off.

Zante N. N. E. 12 Leagues off.

Sepbelonia N. N. W. Northerly, 16 Leagues off.

Thus appeareth *Zante*, when *Zepbelonia* lies S. E. by E. 13 Leagues from you.

Zante S. E. five Leagues from you, sheweth thus.

The Island *Prodono* N. by E. must be joyned to the following Figure.

The Coast of *Morea*, between *Prodono* and the Point of *Modon*, shews thus, when *Prodono* bears N. E. and the high Land of *Modon* E. by S. from you, and about four Leagues from the shore. *Sapienza* S. E. and S. E. by E.

E. N. E.

N. E. by N.

N. E.

E. by N. and E. N. E.

Prodono E. by S. and E. S. E.

Sapienza S. E.

The Land to the Northward of *Sapienza*, towards *Zante*, appeareth as this and the other four Figures above, when you are four or five Leagues from the Land; and the Places lying thus from you, as is above-said, the Letters must be joyned together.

X

CHAP.

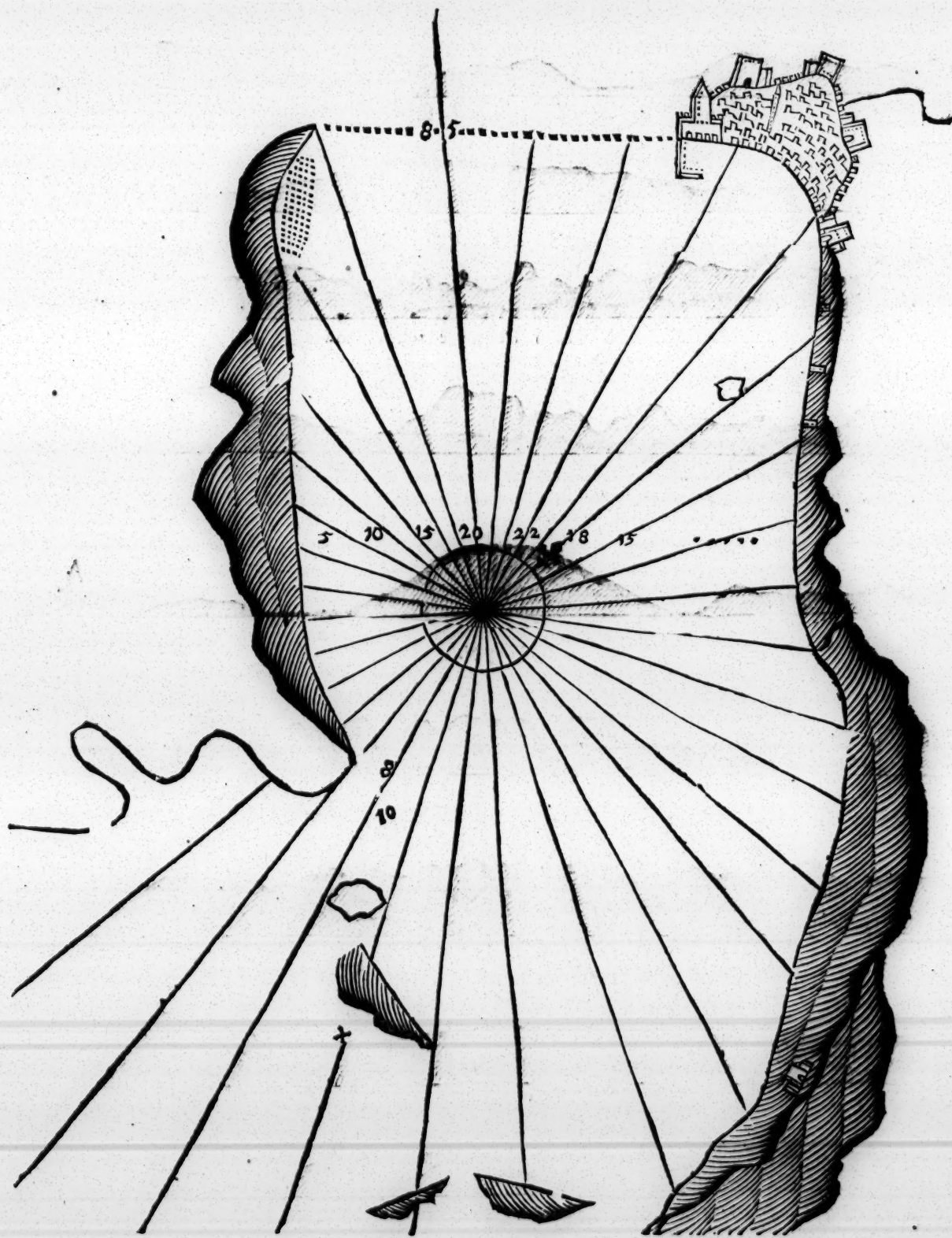
C H A P. VIII.

*Containing a Description of the Sea-Coasts of Morea, between
Modon and Cape St. Angelo, with a Description
also of the Island Candia.*

ANd if you are bound into, and would go between *Sapiensa* and the Castle, you will have no Ground there, till you come within a mile of the Castle, and then you shall have 20, 15, and 10 fathom water; and when you come right against the Castle, borrowing two third parts of the Channel over to *Sapiensa* side, then you will have some two or three Casts, five fathom Water, and you shall see the Rocks under Water; but there is no fear or danger, for you will presently have ten fathom Water, and then no Ground. And if you sail in the middle, you will find about seven or eight fathom Water; but there is no fear in coming in, only give a good distance between you and the Castle. And for to come to an Anchor, you shall see a level round Island, above a mile to the Eastward of the Castle. On the East-side you must run about half a mile to the Eastward of the Island, where then you will see certain white Clifts, and against the middle of these Clifts you must Ride, for you will have no Ground till

Sunken
Rocks.

The Bay of Modon.



you

you come there, and the deepest Water from side to side is 22 fathom, that is between *Sapiensa* and the Main. But your best Riding is on *Sapiensa* side, you will have very clear Ground, and good Anchor-hold, from 15 fathom on the Easter-side, to five fathom, which is close aboard the shore of *Sapiensa*; or if you will, you may Ride with a Hafor a-shore, and your Anchor in 15 or 16 fathom Water.

Caurera.

Also you will see a white Path run downward from the top of the highest Mountain of the Island, to the Water-side; you may Ride right against that, or else to the Eastward of it: and if you Ride in 19 or 20 fathom, then the Castle will bear N. W. by N. and the Point of *Sapiensa* W. N. W. two miles off; the white Cliffs will bear N. E. the Easter Point of *Sapiensa* S. E. by S. and *Veneteca* S. E. by E. Also if you will, you may come or go between any of the Islands. Between *Caurera* and *Sapiensa*, lieth a small flat Island, between which and *Sapiensa*, is the going in and out, having no Ground for the space of a mile, and within two Cables length of *Caurera* also there is more than 20 fathom; that is at the Easter-end; and on the S. E. end of *Caurera*, lieth a small Rock, by the swelling of the Water. And about a mile from the shore, between *Caurera* and *Veneteca*, it's about two Leagues broad, and a good going out. Also between Cape *Gaybeo* and *Veneteca*, you may go, if you are bound for *Coron*, it is three quarters of a mile broad; also a little to the Southward of *Veneteca*, lieth a Rock or two, and those Rocks and the Castle of *Coron*, do bear N. W. by N. and S. E. by S. three or four Leagues distant.

You may also Ride at the Point of *Sapiensa*, but not above half a Cables length from the shore, you will have eight fathom Water. Also on the Easter-end of the Island is a small Harbour, where you may Ride in all Weathers: The Draught of the Bay is here annexed.

Over against *Modon* lie three Islands, *Sapiensa*, *Caurera*, and *Veneteca*, and to the Eastward of these Islands lie a parcel of Rocks, some under and some above Water. Between *Sapiensa* and *Caurera*, lieth a little Island.

Coron.

N. E. by N. about four Leagues from *Veneteca*, lies the City *Coron*, to the Northward of a Point that lies three Leagues from *Modon*; it is a great City, and in sailing by, you see many Steeples.

Vitelo.

S. E. by E. about seven Leagues from *Coron*, lieth a place called *Vitelo*; the Road there is not good, but foul Ground, and the nearer the shore the worse, you commonly ride there in 17, 18, or 20 fathom Water. There are no Castles nor Forts thereabouts, therefore those that Ride there, must be sure to keep good watching, lest your Rigging and Ropes be cut by the Inhabitants of the place, who are very Thieves: At this place are great store of Akor-shells, which are carried to *Italy* and *Venice*, to dress Leather withal.

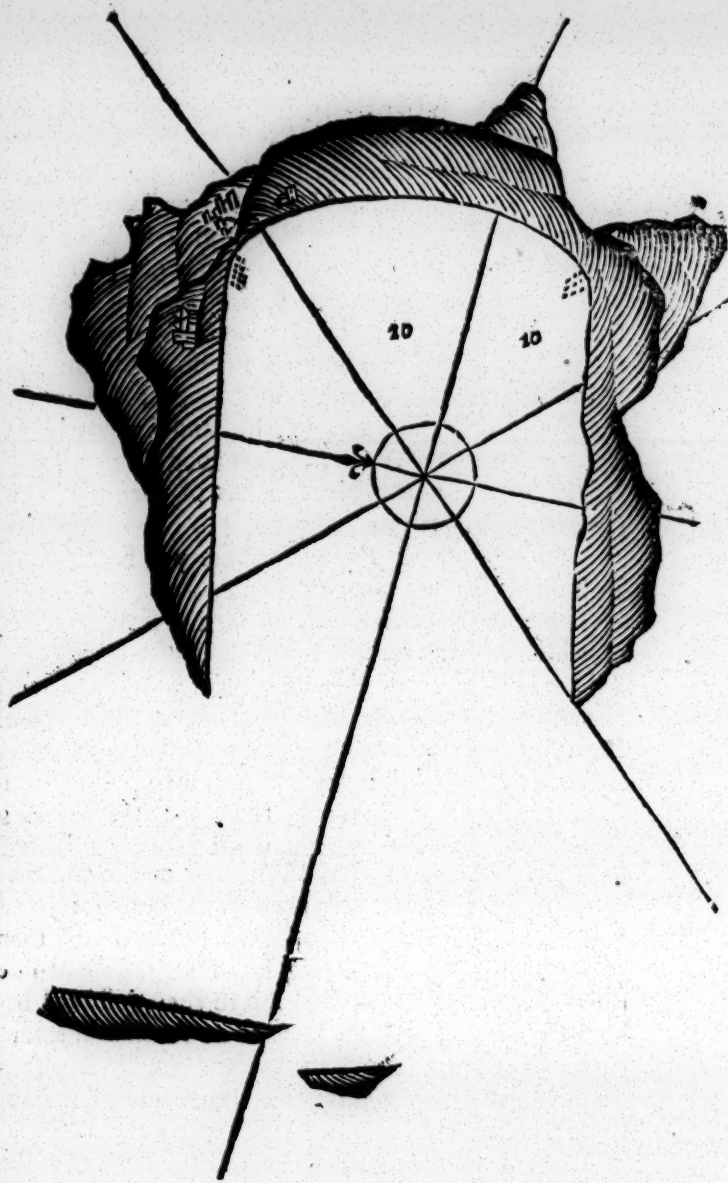
Cape
Metapan.

About five Leagues to the Southward of *Vitelo*, lies Cape *Matapan*, lying from the Island *Sapiensa*, E. S. E. and S. E. by E. 13 or 14 Leagues.

Cape *Matapan* is a sharp Point of Land, and on neither side is any conveniency to Anchor, being very deep; about four Leagues to the Northward of the Cape, on the East-side, is a convenient Bay where you may Ride; and to the Westward of the Cape, lies a Rock, about half a League from the Land.

The Cape is reasonable high Land, and two Leagues Northerly it is very low, and to the Westward of that low Land, it is again very Hilly and high; that when you come from the Westward, the Cape seems to be an Island; being five or six Leagues to the Westward, you cannot see the Low land that lies between

the high Mountains, or hilly Land, to the Northward of the Cape; that oftentimes getting sight of Cape *Matapan*, some are deceived, taking it for *Serigo*.

The Bay of *Vitelo*.

This is the Draught of the Bay of *Vitelo*, lying two or three Leagues within Cape *Matapan*, which is a square Head-Land, and red Clift: And to go from this place coming from the Westward, if you steer from *Veneteca* East, you go directly, and withal you shall see on the North-side of the Bay, 3 or 4 round Homocks on high, and then another on the side of a Mountain, towards the Southward; these you leave on your Larboard side, going in: then shall you see in the middle of this Bay, a high round Hill, bearing East from you; also then you shall see the Bay open and run in, for there is no fear; you will have no Soundings, till you are shot a quarter of the way into the Bay: The Bay is two miles in length, and a mile broad clean Ground, you may ride in eight or ten fathom Water, with a Fast athore.

The People of this place are without Government, and not to be trusted. There are many Towns and Villages, which will Rob and Steal from each other. On the Larboard side is *Vitelo*, which most times hath Wars with the other side, who are all *Greeks*. This place is a reasonable Bay to Ride in, the Land for the most part is High, Mountainous, and barren Land, and appeareth as in the Draught afore.

To the Eastward of Cape *Matapan*, towards Cape *St. Angelo*, the Land falleth into a great Bay, and about three Leagues to the Northward of the Cape, is

a good Haven for Ships that are bound to the Eastward. This Haven may be known by an old ruined Castle, that lieth a little up on the Land, whose Wall reacheth to the Water-side. This Castle lieth on the North part of the Haven, therefore sail right with the said Castle, and keep nearer either to one shore or other, by reason of a Rock lying in the midst of the Haven; but there is Water enough over it; and coming past the said Rock, Anchor where you please, in 10, 12, or 15 fathom Water: There is good Ground, and shelter in all Winds. This Haven lies W. N. W. from the N. W. Point of *Serigo*.

Two or three Leagues to the Northward of the Point, lieth another fair Haven, where also you may lie safe in all Winds: this Haven may be known by the red Point lying on the South-side of the Haven, and on the North-side standeth a Castle. If when you are coming from Sea, or from *Serigo*, you would sail for this Place, you must sail directly with the said red Point, and run between the foresaid red Point and the Castle, as far up as you will, and Anchor in 12, 15, or 16 fathom Water, there is good Ground: This Haven lieth from the North-Point of *Serigo*, N. W. somewhat Westerly.

Pagnana. In this Bay lieth *Pagnana*, there you Ride behind an Island; this is a place of Trade.

There lieth also *Entgyna*, *Sicily*, and several others, of which we can give you but little Description.

Ragany. Due North from the said Point, lieth another Haven, called *Ragany*, to us known by the name of *Rapa*. If you desire to sail into this Point, then set the North-point of *Serigo* South from you, and sail due North towards the Land; then shall you see a long even Point, and on the innermost Land two round Hills; this Point maketh the West-side of the entrance of the Haven, keep that lying over the Mountain, and so sail till you come close to the even Point, and then sail alongst the same, leaving it on the Larboard-side till you come within it, and sail to the Westward behind the said Point, and come to an Anchor in seven, eight, or nine fathom Water; there you lie sheltered in all Winds, but in this place there cannot lie above three or four Ships.

Serry. Three Leagues to the Westward of Cape St. Angelo, lies an Island close to the Land, over against *Serigo*, called *Serry*; to the Eastward of that Island, between that and the Main, you may Anchor, but not sail between them, for it is foul and Rocky: Then you shall see lying on your Starboard-side, a decayed Castle, run close under the same in ten and nine fathom Water; there is good Riding, except in a S. E. Wind, which blows right into the Bay: Between that Island and Cape St. Angelo, is another Bay, where also there is good Riding.

Bratfa de Meyn. All along this Coast, from *Modon* to Cape St. Angelo, it is called by the Greeks, *Bratfa de Meyn*.

The Island *Serigo*, lies from Cape *Matapan*, S. E. by E. 12 Leagues distant, but the North-point of *Serigo* and Cape *Matapan*, bear from each other East and West. You may sail either to the Northward, or Southward, between *Serigo* and *Serigotto*, according as you please; yet to the Northward is the best way; for to the Southward between *Serigo* and *Serigotto*, lies many Rocks, and to the Northward it is all deep and good Ground.

Serigo, and the Land to the Northward, are high Lands; coming from the Westward, and sailing to the Northward, it seemeth as if the Land were joyned together, and that there were no Passage through, but coming near you find it otherwise.

The Road of Serigotto. On the West and on the North-side of *Serigo*, is no Road to be had, but only beyond the Point, that

is, East from the Point there is a fair Bay, which is very Rocky to look to at the shore-side, as if there were no Road, yet notwithstanding the Ground is fair and good. If you desire to Anchor there, bring the East-point of the Bay to bear E. by S. and the South-point S. W. by S. from you, there you will have about 25 fathom good Ground; there you lie well in East, N. W. and S. W. Winds, but in South, and S. E. Winds, it's a bad Road, for it blows right into the Bay; you may also Anchor nearer in 16, 18, and 20 fathom Water. In this Bay lies a great Castle, well provided with Ordnance, upon a steep high Mountain, the Castle standing close by the Water-side belonging to *Venetia*; those that Ride there, are not in fear of Free-booters.

S. S. W. a League to Seaward from the S. W. Point of *Serigo*, lies a small Island, or great Rock, called *L'Ovo*, which in English is an Egg. Those that coming from the West, and would sail to the Southward of *Serigo*, or to the foresaid Bay, must sail between the foresaid Island and the Point, and close thereunto, till you gain sight of the Castle, which stands in the Bay.

The Island
L'Ovo,

From this Bay to the South-point of *Serigo*, the Course is East, about three Leagues, and about three Leagues to Seaward S. E. or S. E. by S. from this South point, lie two great Rocks, a League from each other, and the nearest of them lies about two Leagues from the shore. Those Rocks are good Marks for such as coming out of the Sea, are bound for that Road, for it lies Westward from *Serigo*.

N. N. E. three or four Leagues beyond the East-point of *Serigo*, lie two or three Islands near each other, and are called the *Drogoneers*, under these also there is very good Road; you may lie between the two great Islands, but under that next the Northernmost is the best lying and Ground, in 22 fathom Water. You may Ride with a Fast on the Northernmost end thereof, and an Anchor to Seaward. Under this Island is good Riding, for such as desire to sail Eastward. The *Venetians* commonly ride there when they are bound for *Constantinople*, or the Islands in the *Archipelago*; you may sail out or in, to or from these Islands, with any Wind.

Drago-
neers,

Due South from the foresaid Islands, there is also a good Haven, where you may lie sheltered in an Easterly Wind, but the place is not very wide; there lieth commonly *Venetian* Gallies, when they come about these parts. The place hath little Fortification belonging thereunto; in this Haven is good lying, but a bad place to get out with a S. E. Wind, for that blows right in.

From the East-side of *Serigo*, to Cape St. Angelo, the Course is N. E. distant seven Leagues.

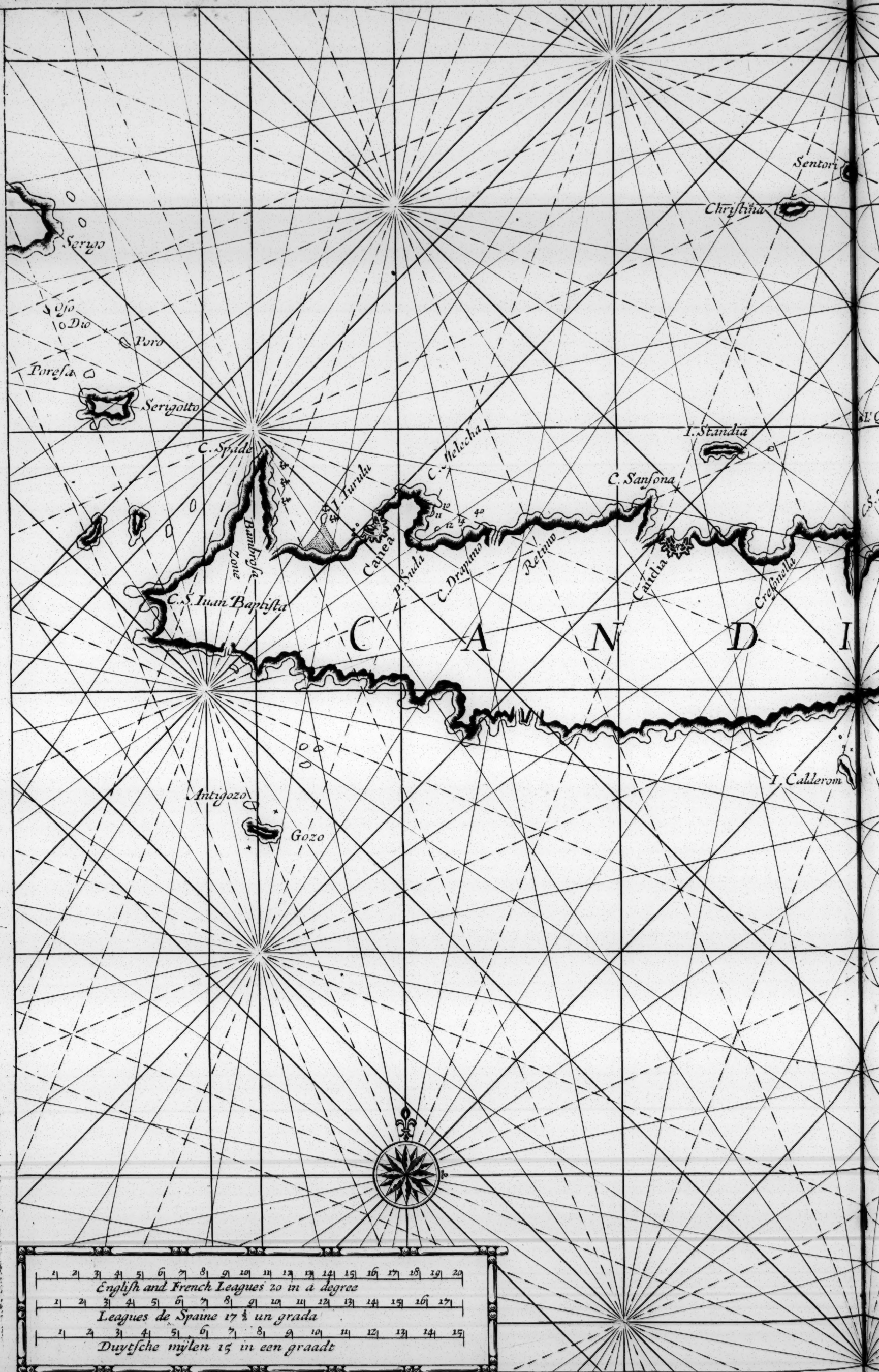
The Island *Serigo*, lieth in the Latitude of 36 deg, 20 min.

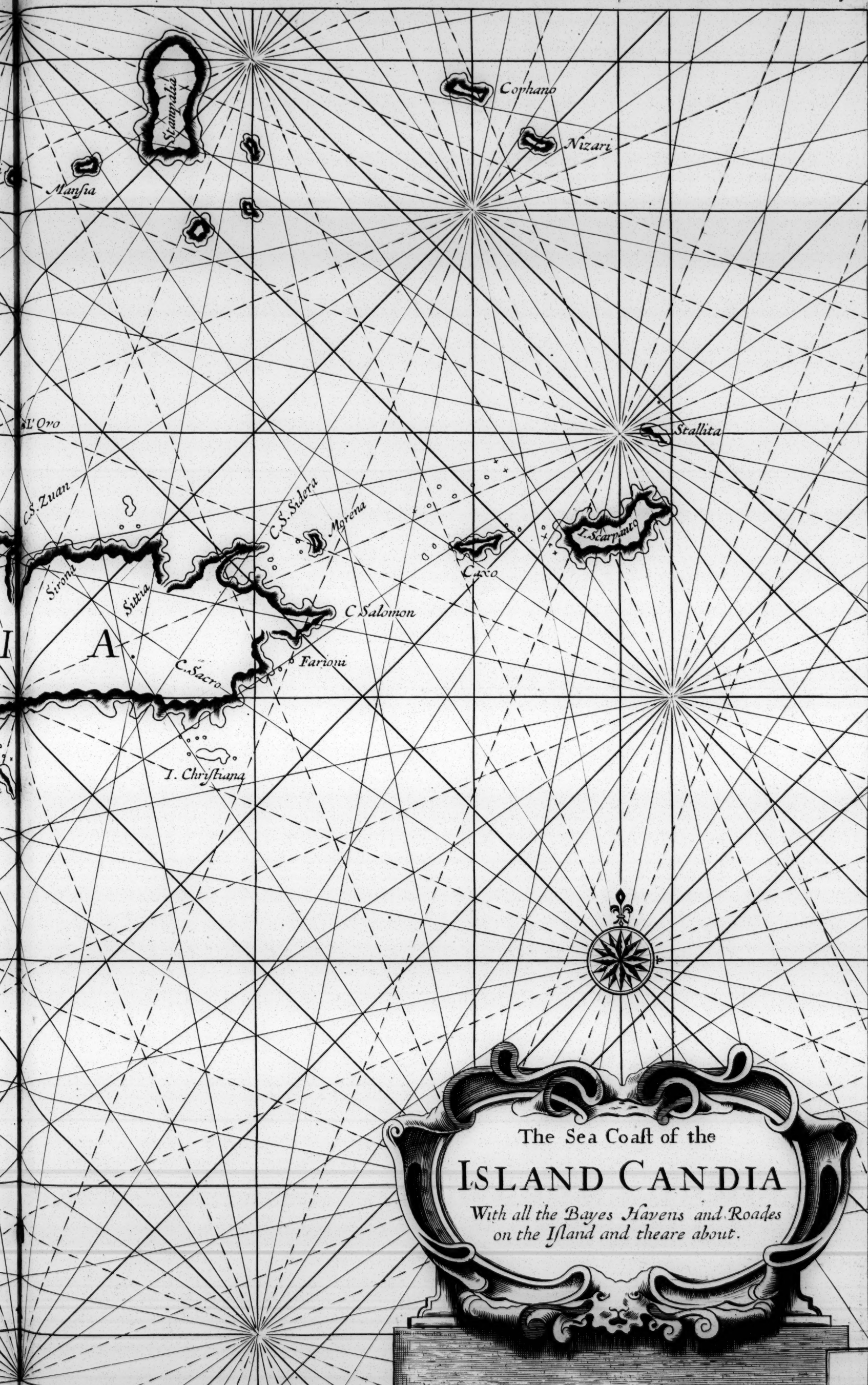
A Description of the Island *Candia*.

The Westernmost Point of the Island *Candia*, called Cape St. John Baptista, lies from Cape *Passaro* in *Sicily*, E. by S. distant 140 Leagues, or near thereabouts. This Cape St. John is low Land, there lying near it two or three great Rocks, but to the Eastward of the Cape there is very good Land. At the Westernmost Point somewhat towards the South, there also lie other two Rocks, there the Land lieth along N. N. W. four or five Leagues, but to the Northward of Cape St. John, the Land lieth along N. N. E. and N. E. by N. 4 or 5 Leagues, till you are past the three Islands, that lie to the Northward of Cape St. John; the one lies three

Cape
St. John,

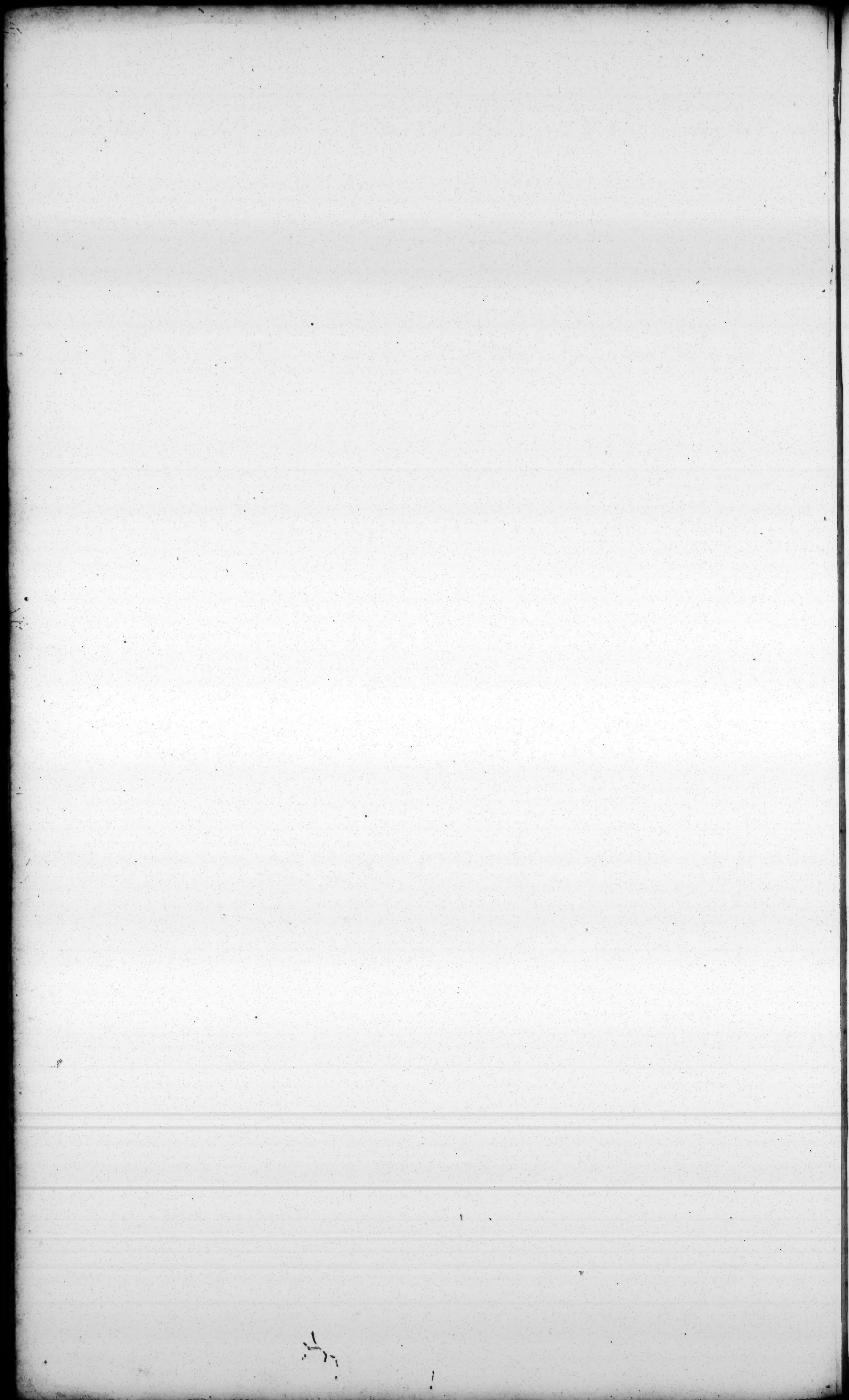
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The Sea Coast of the
ISLAND CANDIA

*With all the Bayes Havens and Roades
on the Island and theare about.*



three Leagues from the Island of *Candia* towards *Serigo*, and from thence you may see the Island *Serigoto* bearing North, seven or eight Leagues from you.

Cape Spade.

When you sail by the aforesaid Islands, you may see *Cape Spade*, bearing N. E. from you. *Cape Spade* is a high Point of Land; and Eastward from it about seven Leagues, the Land appeareth in a great Cape, and at the East-end lieth a high steep Point, called *Mallecha*.

Upon the West-end of *Candia*, groweth great store of Cyprus, more than on the Islands *Turula*, or *Theodore*; there is good Riding, and good Anchor-ground, and fresh Water to be had at several places.

City Canea.

Between *Cape Mallecha*, and *Cape Spade*, lies the City *Canea*, in a deep Bay which reacheth in S. E. by E.

Turula.

About a League W. by S. from *Canea*, lies the Island *Turula*, on which standeth two Castles; on the S. E. side of that Island, there is a good Road, but you must sail to the Eastward of the Island to go thereinto: For on the South-side there is a ledg of Rocks, reaching from the Main to the Island, insomuch that you cannot sail to the Southward. You must Anchor close under the Island, for there it is very clean, that you may lie with your Ships-side close to the Island.

When you lie in the Road, the East-point of the Island lies N. E. and the East part of the Island *Candia* E. N. E. from you.

A little to the Westward of *Canea*, are certain Rocks. The Haven of *Canea* is convenient for none but Ships of a small draught of Water; there you lie, near the shore, the Ground not being very clean.

Cape Mellecha.

Cape Mallecha is a high steep Land, and may be very well known.

Suda.

On the East-side of the Cape, lies the Haven *Suda*, a very fair Haven, within which lieth a Rock, and upon it standeth a Castle, near which you must Ride in 12 or 14 fathom, and but a little way off you will have 30 or 40 fathom, and at some places foul ground; therefore you must Anchor there: for if you sail past the Rock, there is 50 and 60 fathom Water, and the ground round about this Rock is clean and good.

Rock.

Retimo.

Five or six Leagues to the Eastward of the place, lies the City *Retimo*, about two Leagues to the Eastward of *Cape Mellecha*, lieth *Candia*; the Haven is almost like to that of *Canea*, for Ships of a small draught of Water: And two Leagues to the Eastward of the Town, lies an Island called *Standia*: this Island may be seen when you are just past *Suda*. At *Standia* you have convenient Havens, the Westermost is the worst; there stands a Tower on the West-point, but the two Eastermost are very good Havens: There you lie with a Fast ashore: and about Musquet-shot to the Eastward of the Island *Standia* lies a Rock very high above Water; a little N. W. of the City *Candia*, lies a Point of Land called *Friskyn*. When the second Snow-Hill lies S. by W. from you, then steer away S. S. E. till that the Island *Standia* lies E. by S. from you, then you get that which lieth behind Point *Friskyn* in sight, which before you could not see; then Point *Friskyn* lies N. W. and N. W. by W. from you, then you are in the Road before *Candia*. Just before the City of *Candia* lies a high Mountain, which is

Candia. Mont Ida.

easy to be known, and is called *Monte Ida*, called by some *Moses Temple*; when you bring that to bear S. S. W. from you, or when you sail from *Standia* to this Mountain, you will be just before the City, where you may Anchor in 20 or 15 fathom Water, and then the Point of *Friskyn* lies N. W. the Island *Standia* N. E. the City *Candia* S. W. and the outermost part of *Candia* to the Eastward, will then bear East from you; there is good Anchoring and good

Ground, and from thence you may see into the Haven.

The Haven of *Candia* is not very wide, and the entrance thereof is very narrow; coming from the Road towards the Haven you will not have above three fathom Water, and in the very entrance not above 14 foot. On the N. W. side of the Haven standeth a Castle, and at the S. E. side lieth a Mold. Now those that would Ride within the Mold, must sail nearest to that side on which the Mold is built, and leave the N. W. side on which the Castle standeth, for on the other side is the most Water; and as soon as you are come within the Mold, you must Luff up round, and come to an Anchor close under the same, Riding with two Fast ashore on the Mold, and two Anchors out a Stern, toward the City.

The City *Candia*, and the Island *Millo*, lie distant N. W. and S. E. 21 Leagues.

If you would sail from *Candia* Eastward, then sail from the Island *Candia*, or the Island *Standia*, due East, and you will come right on the Island *Scarpanto*, and to the Westward of it lies the Island *Caxo*. If you would go between them, keep nearest to the Island *Caxo*, for near *Scarpanto* lies certain sunken Rocks, which you ought to beware of; they may be discerned by a rippling and breach of the Water on them. The Channel reacheth in S. E. and N. W. But West of *Caxo*, which is between *Caxo* and *Cape Solomon*, the place is wide and large to sail through.

The Eastermost Point of *Candia*, which is *Cape Solomon*, is a reasonable high steep Point, with an Island close by the same.

Five or six Leagues to the Eastward of this Cape, at the South-end of *Candia*, lie two Islands called *Christiana*; you may sail between those Islands, and the Land of *Candia*.

Seven or eight Leagues to the Westward of these Islands, lie other two Islands, called *Calderemo*; and a little farther Westerly about 11 Leagues, lies the Islands *Gabra*, they lie close to the Land.

Due East from *Gabra* lies a fair Bay, in which is a good Road; there lieth another also to the Westward, which likewise is a good Road: From thence West seven or eight Leagues, lies the Island *Goso*, and another low Island to the Westward of it, called *Antigoso*.

Goso is high at the West-end, and at the North-side is a fair sandy Bay, and good Road; there is good fresh Water to be had: and at the S. W. Point of *Goso*, not far from the Land, lies a Rock under Water.

Goso, and *Cape St. John*, (being the Westermost Point of *Candia*) lie distant N. W. and S. E. seven Leagues from each other.

Those that came from *Cape Passaro* in *Sicily*, and would go to the Southward of *Candia*, they must sail E. by S. somewhat Southerly, otherwise they will not fall to the Southward of *Candia*.

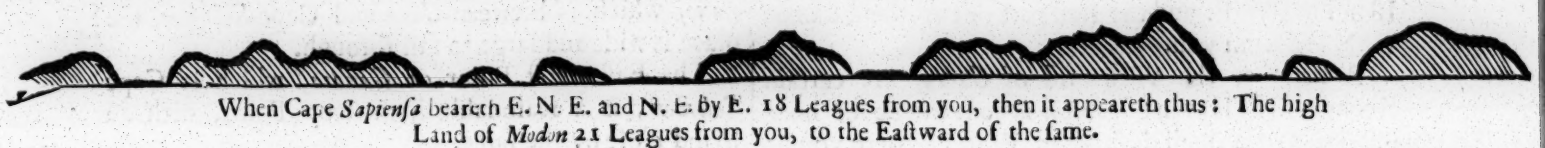
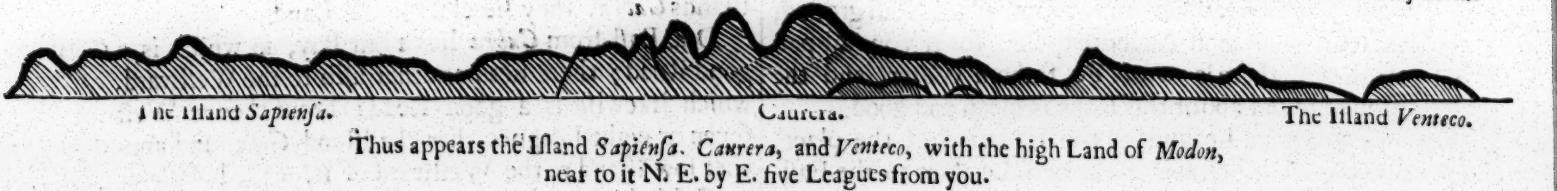
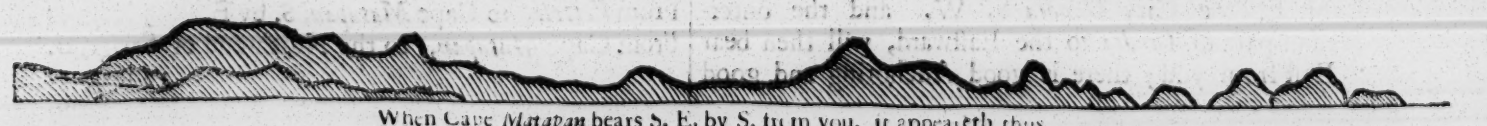
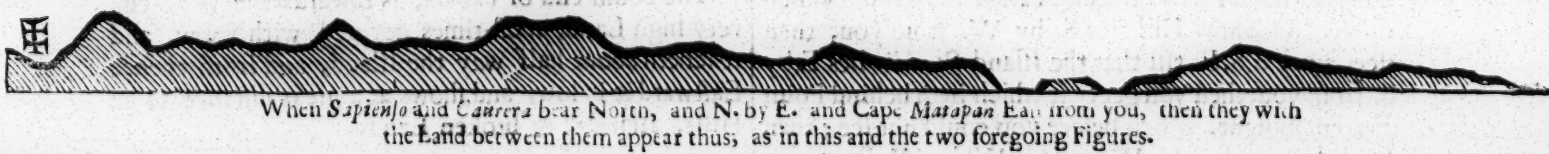
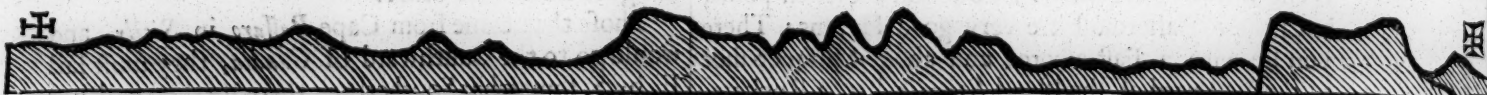
The South-end of *Candia*, is towards the West-end very high Land, most-times covered with Snow, and reacheth about half way the Island, and from thence Eastward it is low, and shows at a great distance to be Hills, Islands, or broken Land.

The Courses and Distances from one Place to another.

From <i>Sapienza</i> to <i>Cape Matapan</i> , the Course is E. by S. and S. E. by E.	13 or 14 leagues
From <i>Venetia</i> to <i>Coron</i> , N. E. by N.	4 leagues
From <i>Coron</i> to <i>Vettelo</i> , S. E. by E.	7 leagues
From <i>Vettelo</i> , to <i>Cape Matapan</i> , S. by E.	5 leagues
From <i>Cape Matapan</i> , to the North-end of <i>Serigo</i> , E.	12 leagues
	From

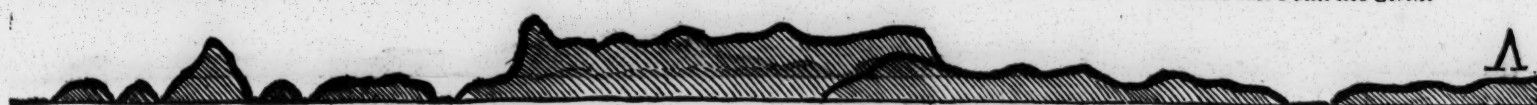
From Cape <i>Matapan</i> , to the S. W. end of <i>Serigo</i> , E. S. E. and S. E. by E.	13 leagues	W.	41 or 42 leagues
From Cape <i>Matapan</i> , to the Island <i>L'Ovo</i> (lying to the Southward of the S. W. Point of <i>Serigo</i>) S. E. by E.	4 or 5 leagues	From Cape <i>St. John</i> , to Cape <i>Matapan</i> , N. W. and N. W. by W.	41 or 42 leagues
From the South-point of <i>Serigo</i> , to the <i>Dragoneers</i> , N. N. E.	2 leagues	From Cape <i>Spade</i> , to Cape <i>St. Angelo</i> , N. by W.	16 leagues
From the <i>Dragoneers</i> , to Cape <i>St. Angelo</i> , N. E. 7 leag.		From Cape <i>Spade</i> to <i>Millo</i> , N. N. E. and N. E. by N.	21 leagues
From the North-point of <i>Serigo</i> , to Cape <i>St. Angelo</i> , E. by N.	7 leagues	From the City <i>Candia</i> to <i>Millo</i> , N. N. W.	21 leagues
<i>Serigo</i> , and the <i>Dragoneers</i> , lie distant N. by W. and S. by E.	9 or 10 leagues	From Cape <i>St. John</i> to <i>Goso</i> , S. E.	7 or 8 leagues
From <i>Serigotto</i> , to Cape <i>St. Angelo</i> , North, 14 leagues		From <i>Goso</i> to the Island <i>Malta</i> , W. by N. somewhat Westerly,	154 leagues
From Cape <i>Matapan</i> to <i>Serigotto</i> , S. E. and S. E. by E.	20 or 21 leagues	From <i>Goso</i> to <i>Alexandria</i> , S. E. by E. somewhat Southerly,	134 leagues
From Cape <i>St. John</i> , to Cape <i>Passaro</i> in <i>Sicily</i> , W. by N.	146 leagues	From Cape <i>Solomon</i> (being the East-end of <i>Candia</i>) to Cape <i>Baffa</i> , (which is the West-end of <i>Cyprus</i>) E. S. E. a little Easterly,	90 leagues
From Cape <i>St. John</i> , to the Island <i>Sapienza</i> , N.		From the East-end of <i>Scarpanto</i> , to the S. E. Point of of <i>Rhodes</i> , N. E. by E.	16 or 17 leagues

*Here followeth the Description and Making of these Lands,
with their appearance coming out of the Sea.*

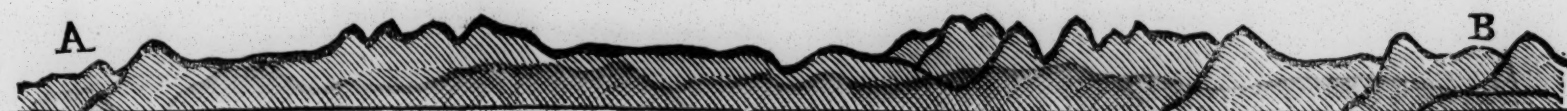
Cape *Sapienza*.The high Land of *Modon*.The high Land of *Modon*.Within this Point lies the City *Coron*.The high Land of *Modon*.Behind this Point lies *Coron*.When Cape *Matapan* bears S. E. by S. from you, it appeareth thus.*Caurera*.

Caurera N. by W.

Behind this Point lies *Coron*.

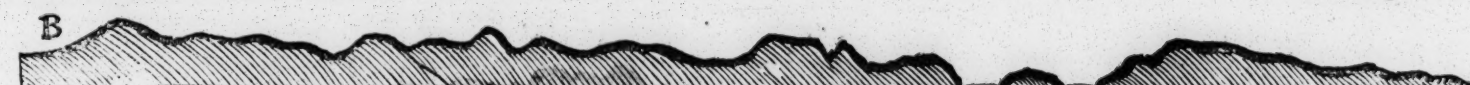


The two following Figures belong to this, the Letters A A and B B must be joyned together.



This belongs to the foregoing.

Cape Matapan.



When *Caurera* bears N. by W. 10 or 11 Leagues from you, and Cape *Matapan* E. by N. and E. N. E. about seven Leagues from you, then these and the Land between them, appear as in this and the two foregoing Figures.

This is the Creek.



This appeareth like to a little Island, but from above you may see more Land to the Westward towards *Sapienza*, joyned to it

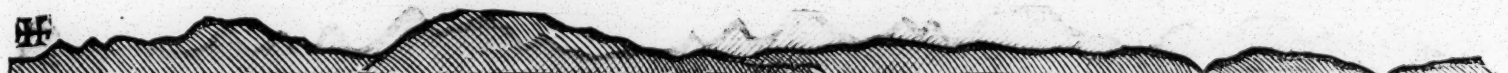
To the Eastward of this long Mountain, the Land appeareth in a great Creek.

The two following Figures belong to this, and must be joyned together by their Marks.

This Land against, or under the high Land, is Cape *Matapan*.



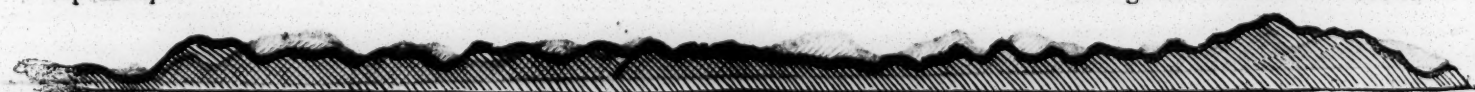
When this high sharp Mountain bears N. N. E. six or seven Leagues from you, then Cape *Matapan* bears N. E. from you, being over against the high Land, like to an Island, and coming near to the Land, the West-point is distant from the firm Land, being a steep Point like that of *Torbay* in *England*, but as high as the Land called *Dead-Mans-Head*. From this Land lies Rock to Seaward, and when you sail towards the Channel, between Cape *St. Angelo*, and *Serigo*, you must run so that this Rock may come to lie a great way without the said steep Point.



This Point above being distant from you as aforesaid, then the outermost Point will bear E. N. E. six or seven Leagues from you; you may see the Land reaching yet farther towards Cape *St. Angelo*. The Channel between Cape *St. Angelo* and *Serigo*, bears then East from you, and the South-point of *Serigo* E. by S. and E. S. E. about 11 or 12 Leagues. This Land of *Matapan*, is known by a Mountain to the Northward of the Cape; it is very high, uneven, and hilly Land. That high sharp Mountain you may see as well on the North, or East-side of the Cape, and also to the Westward of it. And in the beginning of the Year, it is for the most part covered with Snow, and in appearance almost like to the Mountain of *Candia*, which both Winter and Summer, is covered with Snow.

Cape *Matapan* N. W.

The high Land covered with Snow.

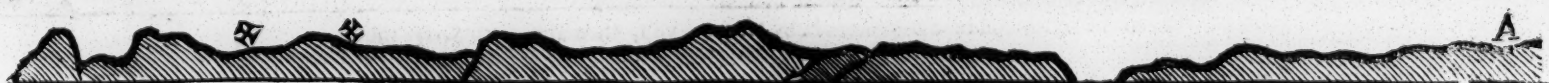


When Cape *Matapan* bears N. W. from you, and the high sharp Mountain on the East-side to the Northward of it bearing N. N. W. then it appeareth thus.

North.

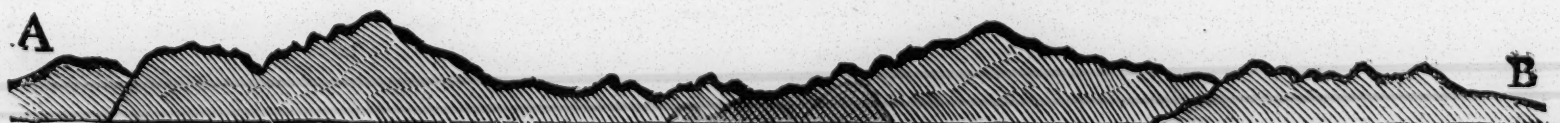
N. by E. 10 or 11 Leagues.

This seems to be a Passage.

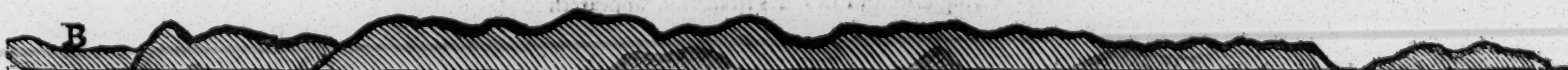


When you are between Cape *Matapan* and *Sapienza*, then the Land between them sheweth as in the Figures above, and following: That is, when the high Land of *Matapan* bears N. E. from you, and the round Hill North, seeming to be separated from the other Land. To the Westward of this, in clear Weather from the Top-mast-Head, you may see more Hills. Over against the Land where the Croffes stand, seems to lie another Island, joyned to the same. To the Eastward of this, and N. E. from you, seems to be an entrance, or River, which as you sail to the Northward, grows wider and wider.

This steep Mountain is covered with Snow.



This Land belongeth to that above, the letters A A must be joyned together.



This Land belongeth to the two foregoing Figures, the letters B B must be joyned together. The steep Point to the Northward of the Cape *Matapan*, bears then E. by N. and E. N. E. 7 or 8 Leagues from you, the outermost part of the Cape East, and E. by N. from you, seems to be an Island; then the Island *Serigo* may be seen to the Southward of it, and Cape *St. Angelo* E. by S. from you.

The Land of *Matapan*.Cape *St. Angelo*.

This Land belongs to the following Figure, the letters A A must be joyned together.

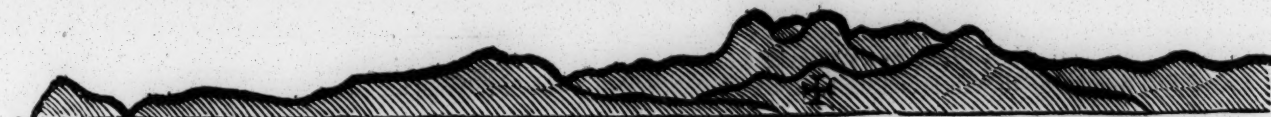
The Channel between *Serigo*, and Cape *St. Angelo* East, and E. by N.

The Island *Serigo*.

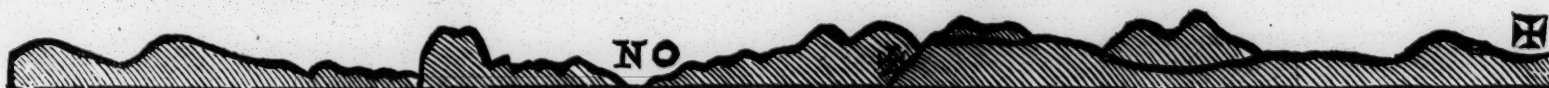
E. by S. and E. S. E.

L'Ovo.

Thus appeareth the Land in the Bay between Cape *Matapan*, Cape *St. Angelo*, and the Island *Serigo*, when the Channel between Cape *St. Angelo* and *Serigo*, lies East, and E. by N. and Cape *St. Angelo* E. by N. about 11 Leagues from you; when the Northernmost Point of *Serigotto* bears E. by N. from you, then seems the Channel to the Northward, to be shut in; for then the Point and Cape *St. Angelo*, are shut in one within another, but sailing near it, it opens it self again.



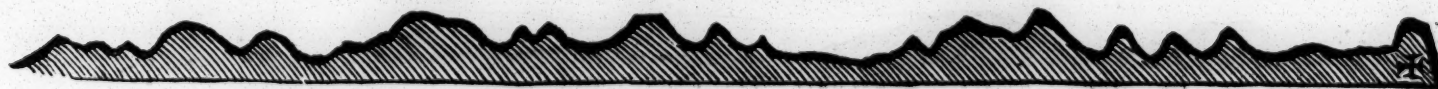
Thus appeareth the Land at the Haven *Rapani*, when the even Point to the westward of the Haven bears N. by W. from you, with the two round Hills a little upon the Land, under which the Land at the Cross lieth, which is the entrance of the Haven, behind the even Point of Land aforesaid.

The Land reaching to Cape *St. Angelo*.The North-end of *Serigo*.

When the North-end of *Serigo* bears N. E. and N. E. by E. the South-end E. N. E. and E. by N. from you, then it appeareth as in this above and the next following Figure, then the aforesaid North-end of *Serigo* reacheth past the other Point where the Cross standeth, which is the Channel to sail to Cape *St. Angelo*.

The South-end of *Serigo* N. E. by N.Island *L'Ovo* E. by N.

This is part of the Land of *Serigo*, and belongeth to the foregoing.



This is the Land to the Westward of Cape *St. Angelo*, and belongeth to the Figure following.

Cape *Angelo*.

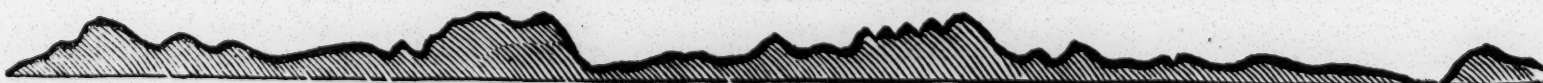
Channel.

The Island *Serigo*.Island *L'Ovo*.

Thus appeareth the Channel betwixt *Serigo* and Cape *St. Angelo*, when the North-point of *Serigo* bears East, and the South-point S. E. by E. from you, Cape *St. Angelo* then bears East, and E. by N. from you, with the Land to the Westward of the same, like as in the foregoing Figures.

Island *L'Ovo*.

Thus appeareth the Island *Serigo*, when the North-point bears N. E. and the South-point East, and E. by N. from you.



When the South-end of *Serigo* bears E. by N. from you, then appeareth *Serigo* thus.



Thus appeareth the Island *Serigo*, when it bears N. N. E. 10 or 11 Leagues off.

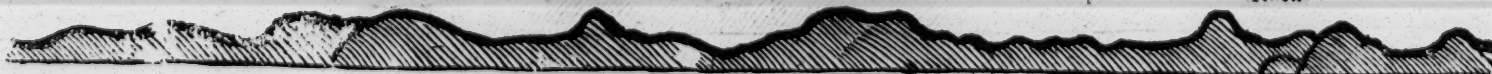


Rock.



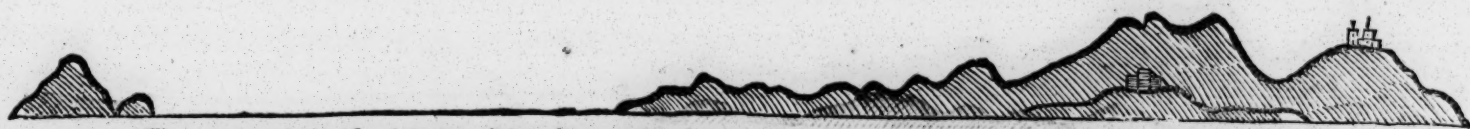
Serigo bearing East four Leagues from you, appeareth thus.

Rock.



Thus appeareth *Serigo*, when it bears N. N. E. five Leagues from you.

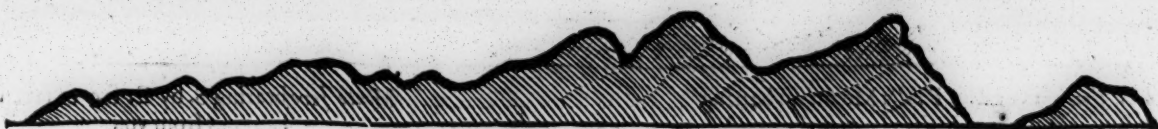
Thus



Thus appeareth the Island *Serigo*, distant three or four Leagues from you. The Island *L Ovo* bearing W. by S. from you.



Thus appeareth the Island *Serigotto*, when it bears E. N. E. eight or nine Leagues from you.



Thus appeareth *Serigotto*, when it bears S. E. by E. eight or nine Leagues from you.

Poro. *Poroſa.*



Thus appeareth the Island *Serigotto*, when the Islands *Pora*, and *Poroſa*, bear S. E. from you.

Thus appeareth the Island *Serigotto*, when it bears N. E. seven or eight Leagues from you.



The Island *Firma* North, and N. by E. from you.

Serigotto N. E. by N. five Leagues off.

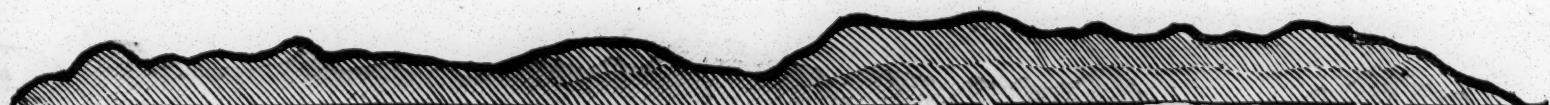
Serigotto East seven Leagues from you, appeareth thus.



Thus sheweth the East-end of *Candia*, coming from the Eastward, when the South-point bears W. by N. and the North-point N. W. from you, then you see another Island without the North-point, which bears N. W. by N. and N. E. by E. from you.



This Land is part of the Island *Candia*, and belongeth to the foregoing Figure.

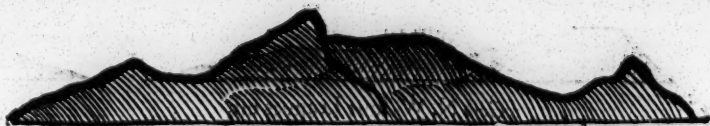


Thus appeareth the East-end of *Candia*, when it bears E. by S. 15 or 16 Leagues from you.



When Cape *Spade* beareth E. N. E. from you, it appeareth thus.

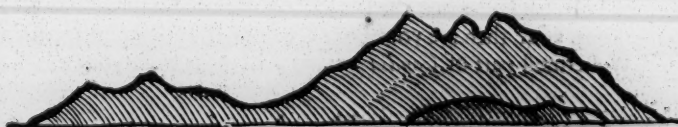
Goſo de Candia E. N. E. four Leagues from you, sheweth thus.



Thus appeareth Cape *Spade*, when it bears S. by W. six or seven Leagues from you. This is the Westermost Cape on the North-side of *Candia*.



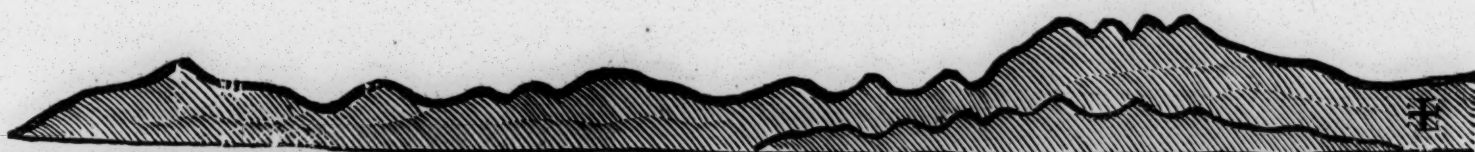
Thus appeareth the Island *Cario*, East of the City *Candia*, coming to the Southward of it.



The Westermost Snow-Hill on the North-side of *Candia*, appeareth thus, bearing S. W. by W. three Leagues from you, and then you are before *Suda*; for which place sail S. W. and you shall come right upon it. The Haven reacheth in West, and W. by S. The Land about the City *Candia*, both to the Eastward and Westward of the same, shews it self as in these two following Figures, the Crosses must be joyned together.

The

Monte Ida.



The Land to the Eastward of *Monte Ida*, S. E. by S. fix or seven Leagues from you.

Monte Ida, bearing S. by E. fix or seven Leagues from you, which lies West of the City *Candia*.

Point *Friskin* West of *Candia*.*Monte St. Paulo*.*Monte Jove*.

The Point of *Friskin*, and *St. Paul's* Mountain bearing South, about five Leagues from you.

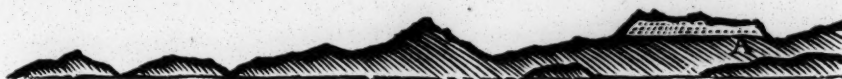
Monte Jove bearing S. by E. fix or seven Leagues from you.



When the East-end of *Candia* bears S. E. nine or ten Leagues from you, it appeareth thus.



When Cape *St. John* beareth North nine or ten Leagues from you, it appeareth thus.



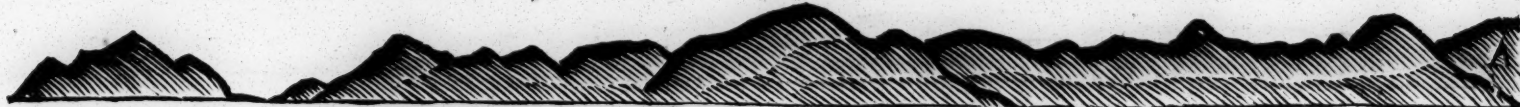
Thus appeareth the Land between Cape *St. John* and *Goso*, when Cape *St. John* bears North, and the Point where *Goso* lieth, beareth N. E. from you.



This belongs to the foregoing Figure, the letters A A must be joyned together.



Cape *Collonne* bearing E. N. E. nine Leagues from you, appeareth thus, seeming to be an Island.



The South-side of *Candia* appeareth as in this and the following Figure.



Goso bearing N. E. by N. 13 Leagues from you, appeareth thus.



Goso N. by W. eight Leagues off, sheweth thus.



Goso N. W. four Leagues off, sheweth thus.



Goso N. E. by N. three Leagues off, sheweth thus.

The nine following Figures describe the South-side of *Candia*, and must be joyned together, by the Letters agreeing thereunto.

The West-point of *Candia*.*Antigoso*.*Goso*.

Thus appeareth the West-end of *Candia*, when the Islands *Goso*, and *Antigoso*, bear N. E. and N. E. by N. three or four Leagues from you, then are you about seven or eight Leagues from *Candia*, and the Westernmost part of *Candia* 11 or 12 Leagues from you.

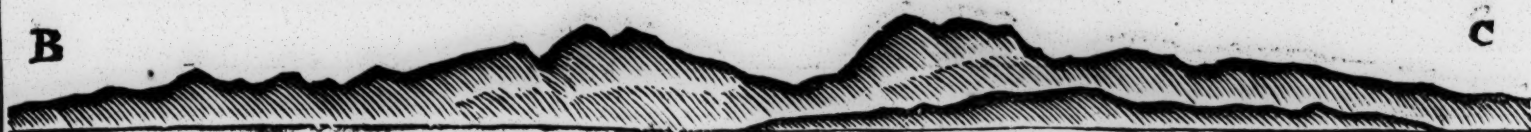


This is the S. E. side of *Candia*, bearing N. W. by N. nine or ten Leagues from you.

This

B

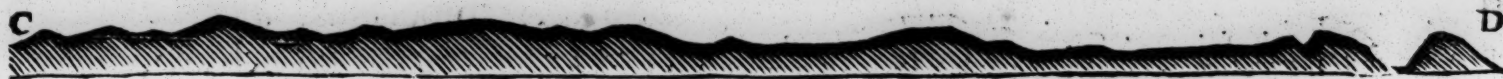
C



This belongeth to the foregoing, bearing N. by E. three or four Leagues from you.

C

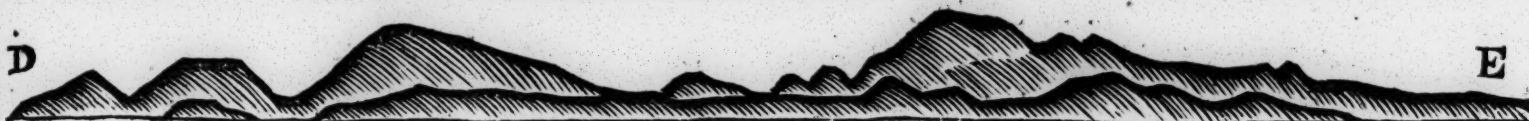
D



This is part of the making of the Island *Candia*, bearing N. W. by N. nine or ten Leagues from you.

D

E



This likewise is part of *Candia*, bearing N. W. and N. W. by W. six or seven Leagues from you.

E

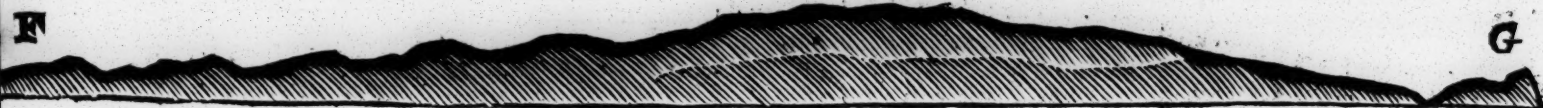
F



This also is part of *Candia*, bearing N. W. by N. nine or ten Leagues from you.

F

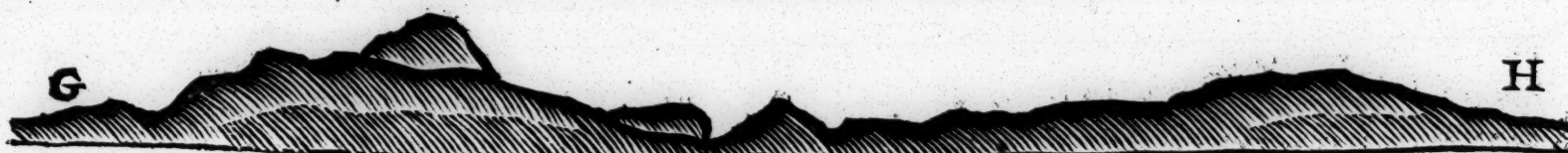
G



This also is part of *Candia* North, nine or ten Leagues from you.

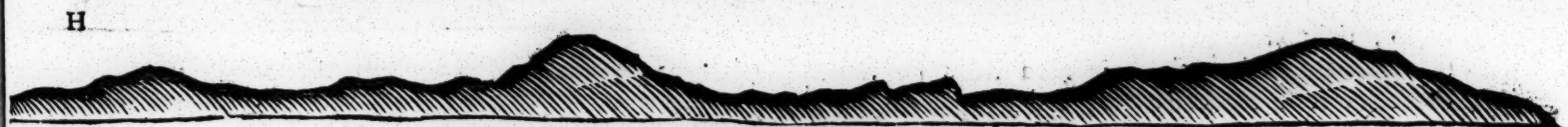
G

H



This is the South-side of *Candia*, bearing N. W. four or five Leagues from you, appeareth thus.

H



This also is part of *Candia*, bearing N. N. E. six or seven Leagues from you.



Thus appeareth Cape *Solomon*, when it bears North, and N. by W. about 24 Leagues from you.



The Island *Candia* bearing S. S. E. from you, appeareth thus.



The Island *Candia* bearing East nine Leagues from you, appeareth thus.



The Island *Candia* bearing W. by N. about 13 Leagues from you, appeareth thus.

C H A P. IX.

Being a Description of the Passage through the Sea Archipelagus, and the Islands lying therein: And also the Description of the Islands Schyro, Schopello, Siatta, and the rest thereabouts, with the North Coast of Negro Ponte, and how to Sail into the Gulf of Volo, and Zetoeni.

THose that would sail through *Archipelagus*, or the Islands of *Greece*, either towards the Strait of *Constantinople*, *Metylene*, *Sio*, *Smyrna*, or any other Quarters, and coming from the Westward from Cape *St. Angelo*, may sail through several Channels, and take their way between divers Islands, according to the Place they are bound for, or according as the Wind serveth; but amongst them all there are two, the chiefest and the best. The first, which by the *Venetians* is most used, reacheth between the Islands *Zea*, and *Macronisi*, and from thence between *Adria*, and *Negro Ponte*. This is convenient for such as desire to sail to *Constantinople*, or *Metylene*, Eastward, or towards *Schyro*, *Schopello*, *Salomechi*, the Gulf of *Volo*, or towards *Zetoeni* Westward.

The other way reacheth through the Islands, *Serfo*, and *Sifanto*, and then through *Tino*, and *Micono*; for such as would sail towards *Sio*, *Smyrna*, or other places thereabouts.

Three Leagues past the Point, to the Northward of Cape *St. Angelo*, lies a great Castle belonging to the *Turks*; right off from the same, at good distance (as the *Greek Pilots* say) there is good Road for those that come from the Westward, and are past Cape *St. Angelo*.

Those that will sail between *Zea* and *Macronisi*, must set their Course N. E. and N. E. by N. and then will you come right between these two Islands. The Channel between them is about three Leagues broad, that if it be not Misty, you may plainly see over from side to side.

In this passage between Cape *St. Angelo* and *Zea*, lie several Islands, to wit, *Caravi*, or *Maracarvi*, *Terra Polla*, or *Bella Polla*, *Falconera*, and *St. George de Arbora*, which fourth is by our *English Navigators*, called the *Cardinals Hat*.

The Island *Caravi*, lieth from Cape *St. Angelo*, N. E. a little Easterly, about eight Leagues distant. This Island *Caravi*, may rather be said to be a Rock, for that there is neither Grass nor Tree growing thereon, of a black Colour, and about the bigness of three or four great Ships, but lies higher than a Ship above the Water, and appeareth at a great distance like a Sail.

Terra Polla lieth distant from Cape *St. Angelo*, N. N. W. nine or ten Leagues: It is a round Island, not very great, but high, and appeareth in two high round Hills like two Islands. These two, *Caravi*, and *Terra Polla*, bear from each other N. N. W. and S. S. E. about three Leagues, or four at most, when with the aforesaid Course N. E. and N. E. by E. from Cape *St. Angelo*, you will sail between those two Islands, *Terra Polla*, and *Caravi*, leaving *Polla* on the Larboard side, and *Caravi* on the Starboard; they are both clear and fair, so that there is no danger, except you run ashore.

Falconera lies distant from *Caravi*, E. by N. six or seven Leagues; there also it is fair and good Ground, but it lies far from this Passage, to the Eastward of it.

St. George de Arbora, or the *Cardinals Hat*, lies a little to the Southward of Cape *Collomne*, and S. W. by S. from the Island *Macronisi*; it is high, and an Island easie to be known. At the North-side it is steep, and above hilly, and uneven, it may be known from all the other Islands thereabouts; and is a good Mark; whereby to know the Channel between the Island *Zea* and *Macronisi*: Coming from Cape *St. Angelo*, you leave it on your Larboard side, and sail along close by it.

Those that would come from Cape *St. Angelo*, or *Caravi*, and intend by Night to sail to *Macronisi*, must first sail close by the Island *St. George*, and may easily know it: For *Macronisi*, is a low Island; there lying at the South-end thereof two little Islands, which are high Land, but small, being a-breast of them, they thus appear.



These Islands are about Gun-shot from each other.

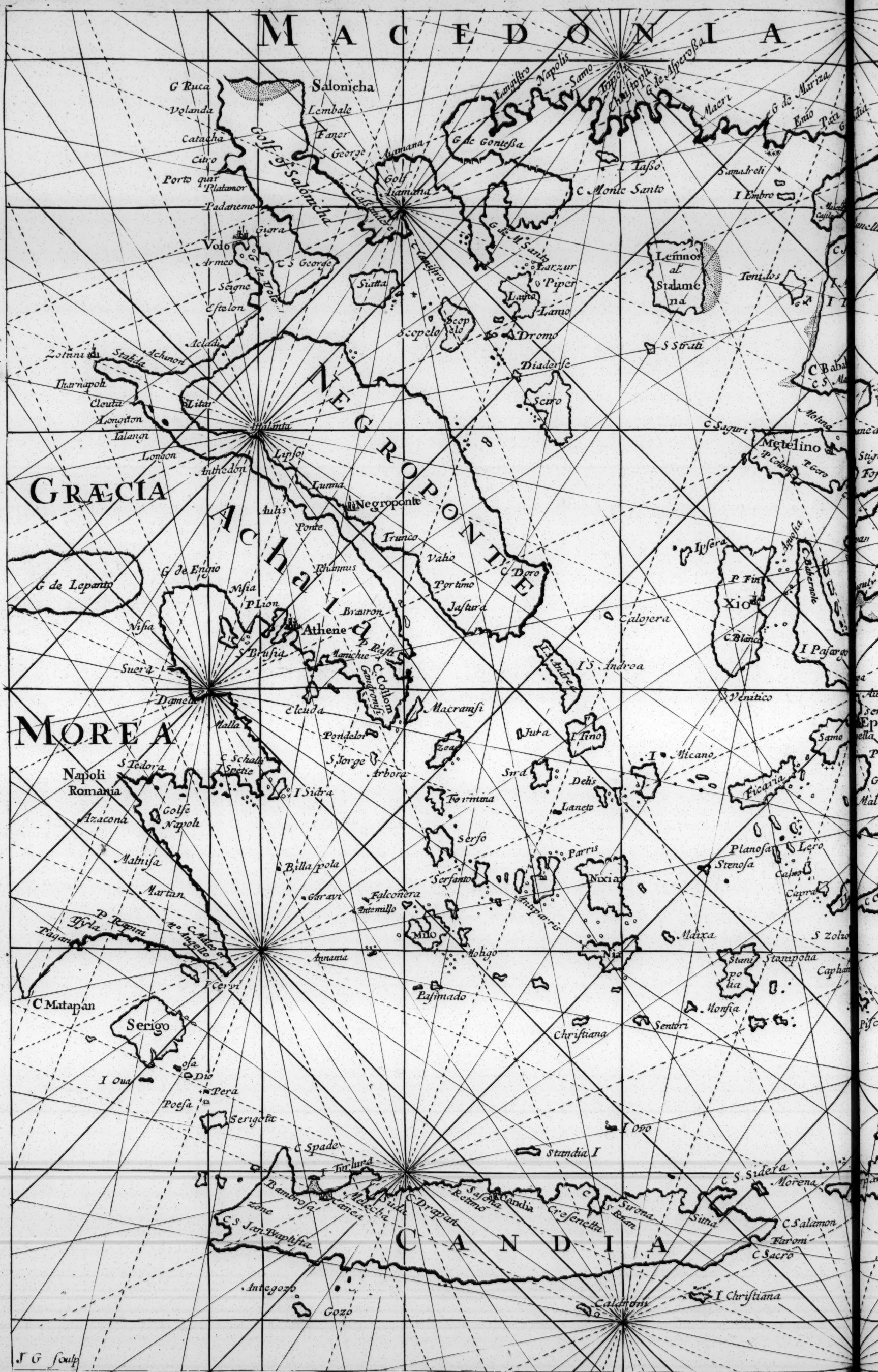
You must sail till these two Islands come to be shut in within the Point, on which the white Church standeth; one of these Islands comes to be shut in behind it, before you come open of the Haven of *Zea*.

Macronisi reacheth along N. N. E. somewhat Easterly, and S. S. W. Westerly, lying due East from Cape *Collomne*.

The Island *Zea*, is much higher than the Island *Macronisi*, and to the Southward thereof, lies the Island *Fermino*; coming from the Southward from Cape *St. Angelo*, and *Zea* bearing N. N. E. from you, it seemeth to be very little and high: but *Fermino* being a-breast of you, is very long, and a little from the North-end thereof is a great Valley, and then also you may see the Island *Jura*, through the midst of the Channel between *Zea* and *Fermino*: This is a small and reasonable high Island, and bears E. by S. from the North-end of *Zea*, about three Leagues distant.

This Channel between *Zea* and *Fermino*, is about two Leagues broad.

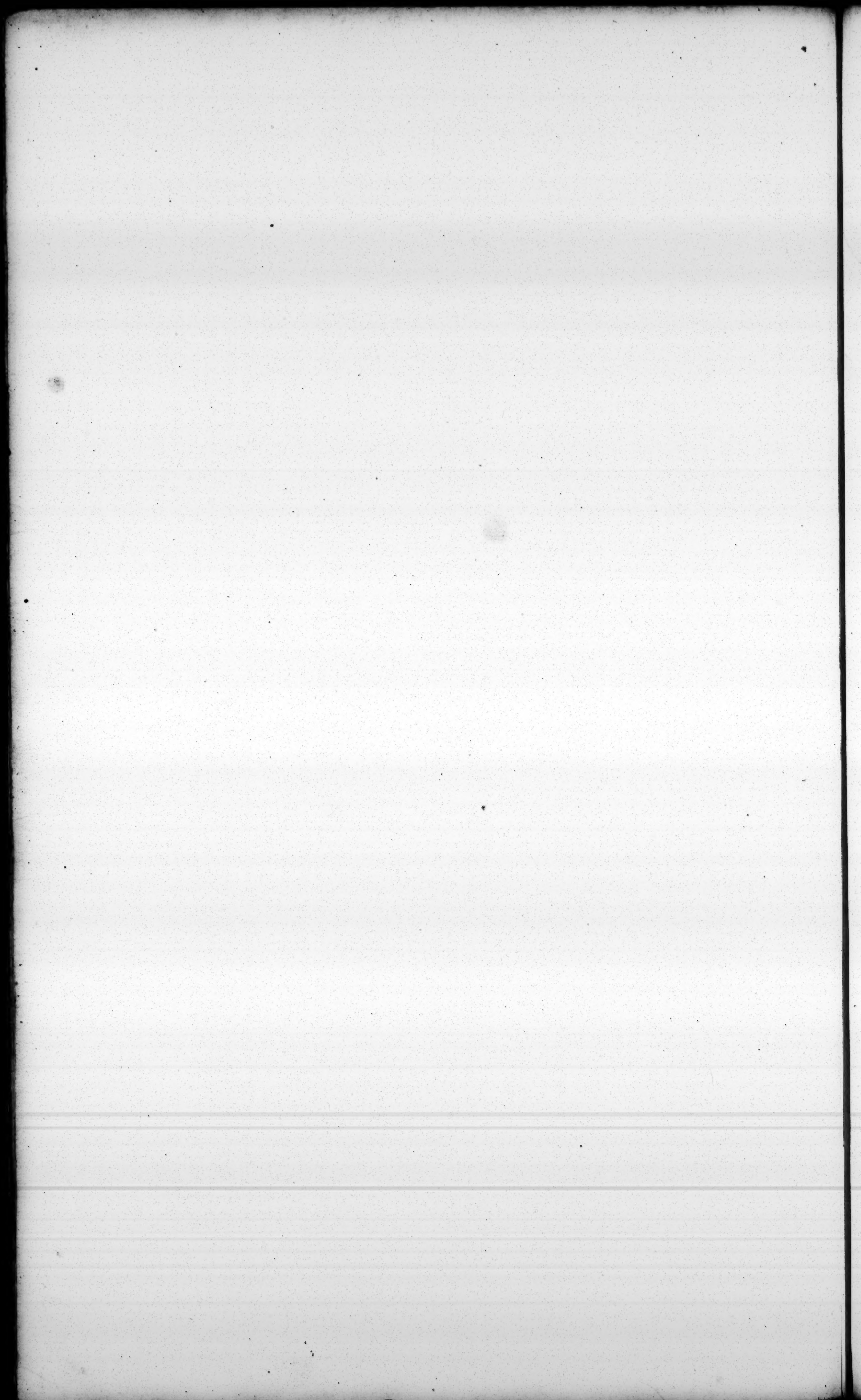
Zea hath at the N. W. side of it a fair Haven, and the Island reacheth on the West-side, for the most part South and North, till you come near the Haven, then *St. George* is W. S. W. from you. There the Coast reacheth North towards *Negro Ponte*, to wit, between *Zea* and *Macronisi*, it's N. E. by N. and N. E. When you are past the Point about the Haven of *Zea*, then are the aforesaid Islands out of sight, except *Macronisi*, and *St. George* (or *Cardinals Hat*) that lies then distant from this Haven W. S. W. about five Leagues, and then *Negro Ponte* may be seen seven or eight Leagues to the Northward, being a long steep Point: And coming near to the Haven of *Zea*, then the North-end of *Micronisi* lies on the Broad-side; to the North, Westerly of this Haven, the Land falls in to

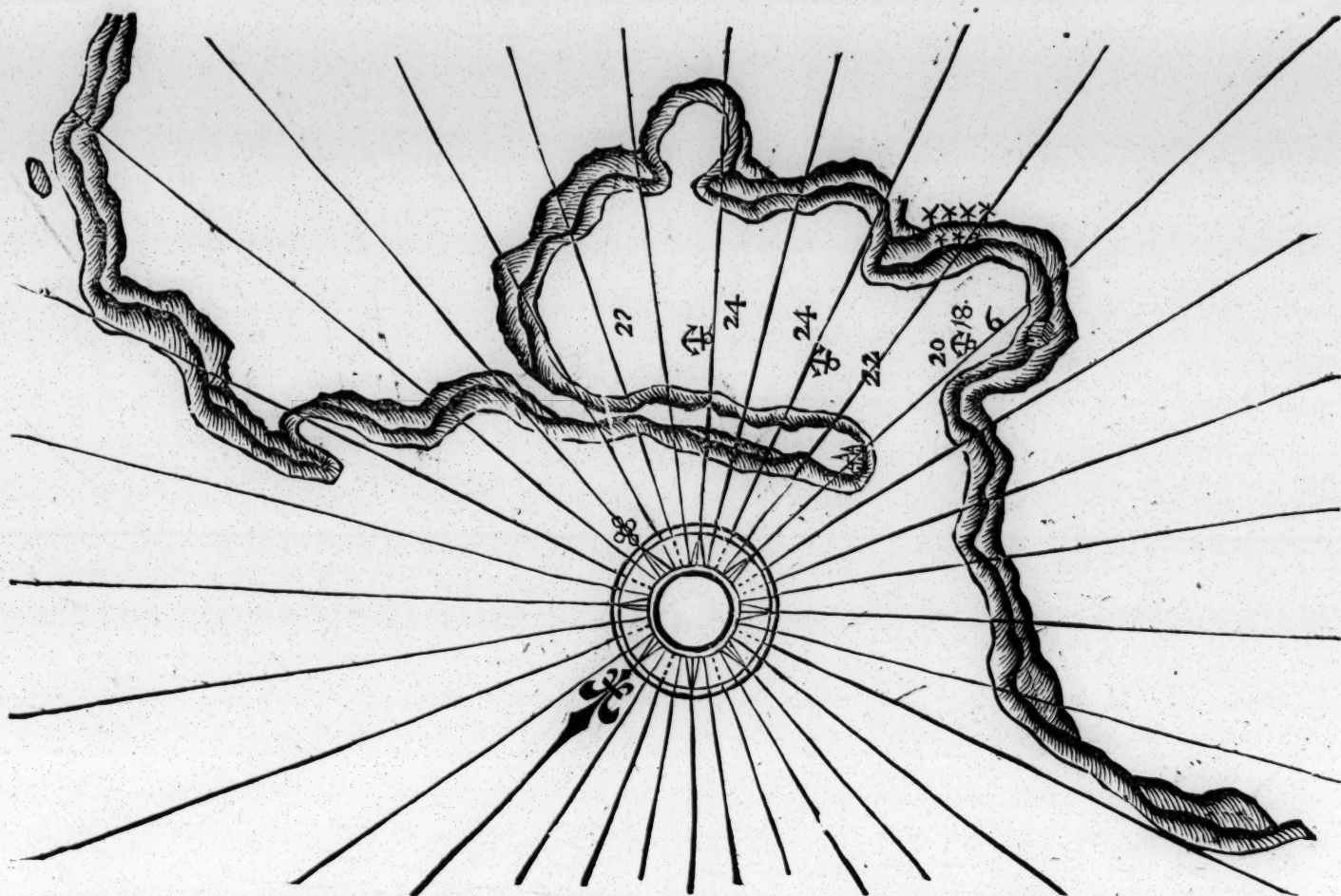




A Chart
of the
ARCHEPELAGUS

English and French Leagues 20 to a degree
Leagues de Spania 12 1/2 un grada
Duyfche . Mylen 15 voor een graadt



This is the Figure of the Haven in the Island *Zea*.

into a great Bay, betwixt *Gneer*, and the Island *Negro Ponte*.

The Haven of *Zea*.

To know the Haven of *Zea*, as you come from the Westward, and sail alongst *Zea*, you will see a round Mountain, on which standeth a Church, or great House; having got sight of it, then sail close by the Land, till you see the Haven, otherwise perhaps you may run past the Haven before you see it, because it's very narrow. On the North-side of the Haven standeth a white Church, which is a very good Sea-mark. On the high Land standeth seven Mills, which when you get sight of, then sail on till you bring them to bear S. E. by E. from you, and so sail right with them, and you will soon get sight of the foresaid white Church, standing upon a low point of Land. The South part of the Haven reacheth S. E. by E. sail alongst the same, bringing the foresaid white Church to bear North from you. Coming between the two Points of the Haven, you must with a Westerly Wind Luff up close by the said North-point, if you would Anchor at the North-side of the Bay. Being within, it reacheth N. E. and S. W. and in mid-Channel it is 22 or 24 fathom deep. Those that are sailing to the Southward (the better to sail out again) must Anchor at the N. E. side; but those that are bound to the Northward, may only make fast with a Hasor ashore on the S. W. Point of the Bay, and an Anchor to Seaward; a Cables length from the shore, you will have about 15 or 16 fathom Water: Within the Bay, on the S. W. side, standeth also a Church. In this Haven of *Zea*, you lie sheltered in all Winds.

The Island *Macronisi* hath a good Haven, and the going in is betwixt the Island and the Main: You must sail through near Cape *Collonne*, and there are some places where you may Anchor, and lie sheltered in Easterly and Northerly Winds; but from the N. E. end of *Macronisi* lie some Rocks, which you must have a care of. Coming to the Northward of *Macronisi*, you must sail N. W. till you are past the

Point, and not far from thence in a Bay, lies a fair Haven, called *Porto Raphi*. At the South-side of this Haven, lies a round Rock in fashion of a Loaf, and just in the middle of the Haven, lies a small Island; there you may sail on both sides, and is large and deep enough. Upon the said Island standeth a great Marble Image, and appeareth as in this Figure.

Just past this lies another little Island, upon which also there standeth an Image, and coming farther you may see another little low Island; it is fair and clean Ground round about the same, about which you may also sail, and behind it Anchor where you please; there is six, seven, or eight fathom Water, good soft Ground.

The Haven of *Porto Raphi*, lieth from the North-end of *Zea*, N. W. seven or eight Leagues, and from the Channel between *Negro Ponte* and *Andria*, W. by S. 11 or 12 Leagues; it is one of the best and most commodious Havens of all that are to be found in the *Archipelagus* to sail into in distress of Weather.

To the Southward of Cape *Collonne* N. Westward, within the Gulf of *Engia*, lies the Haven of *Athens*, called *Porto Lion*; about three Leagues Eastward of this Haven standeth a Castle on a high Mountain, by which it is easily known. Just within the Haven of *Porto Lion*, standeth the Image of a Lion made of white Marble-stone, and very large, a wonderful piece of work to behold, from which this Haven deriveth its Name. Here stood the renowned City of *Athens*, (the Mother of Arts and Sciences in those parts) of which there now remains nothing, save only a ruined heap of Stones. This Haven reacheth in N. N. E. in the Mouth it is narrow, but being in, it is large and wide, having room enough for 500 sail of ships to lie, where they may Ride in about ten fathom Water, and where you will without danger.

Due West of this Haven, lies a little Island, under which you may Ride sheltered in all Winds; and being

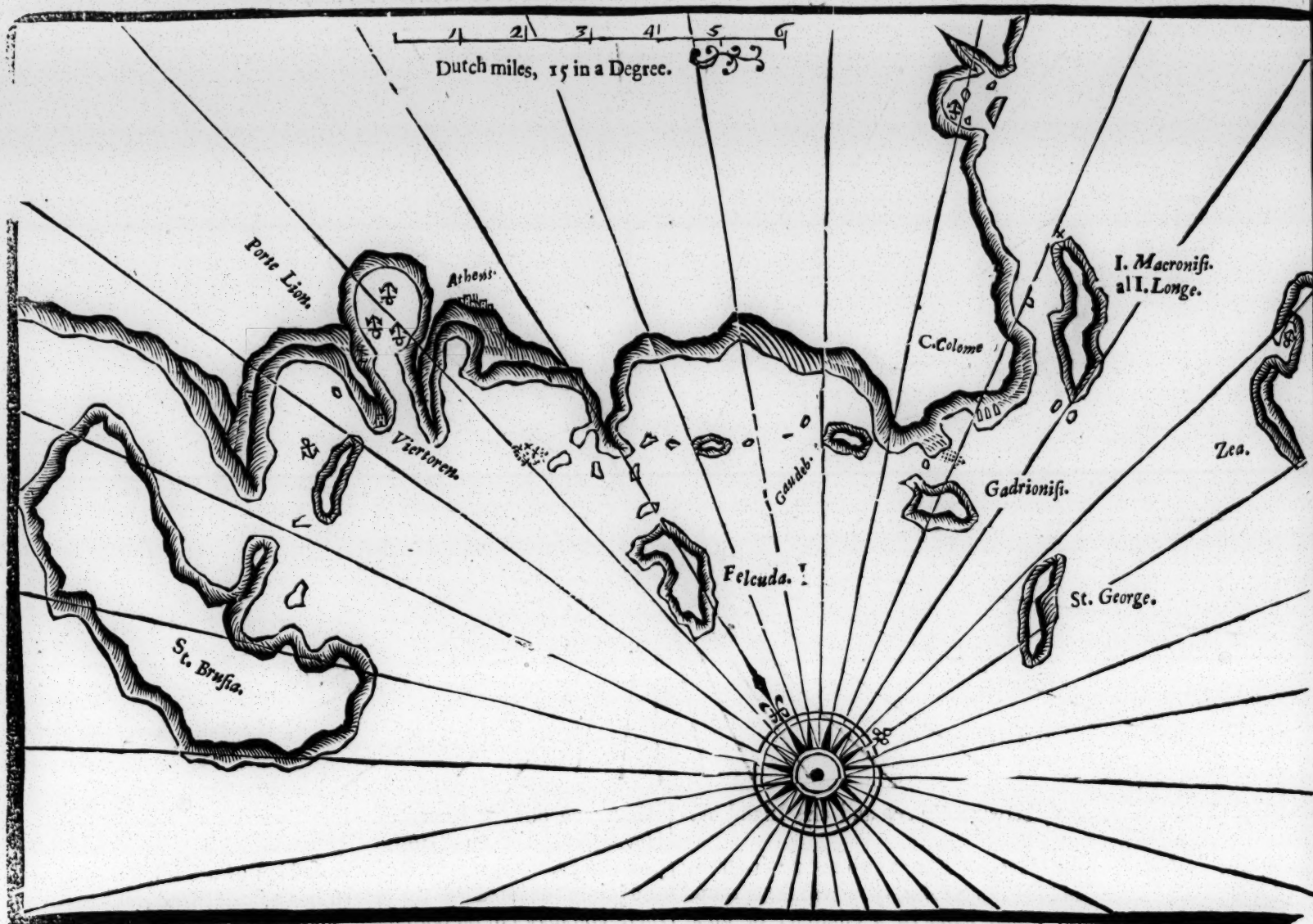
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The Haven of *Athens*.

Here followeth the Draught of the Gulf of Engia, or Athenen.



ing just past it, you will have 18 fathom Water. This Island is not Inhabited; but of Fire-wood there is good store to be had.

East from this Haven lieth a great Bay, where also there is a good Haven. Between this Haven and the Island *Falcuda*, lie very many Rocks, some above, some under, and some even with the Water. The Island *Falcuda*, lieth from Cape *Colonne* about four Leagues; betwixt the Cape and the Island *Gadrionisi*, you may Anchor in 8, 10, or 12 fathom Water, fair and good Ground; and at the Point of the Cape also is another small Haven, before which lies a little Island, and on the top of the Cape stand ten or twelve great high Columns, made of white Marble, from which the Cape takes its name; heretofore (as by the Ruins may be seen) stood a sumptuous Building.

From the Island (or from the Channel) of *Zea*, to the North-end of *Andria*, the Course is N. E. by E. 10 or 11 Leagues, the Channel betwixt *Andria* and *Negro Ponte*, about a League broad. The *Venetians* that would sail for *Constantinople*, *Smirna*, or *Sio*, most commonly sail through the same. At the S. E. end of *Andria*, between *Andria* and *Tino*, is likewise a Channel which is about two Leagues broad. And if with a Southerly Wind you come from *Zea*, and would sail through the same, then set your Course towards the North-end of *Fura* E. by S. and from thence steer away East, and E. by S. towards the Channel. Coming thus from *Zea*, you can see no Inlets, but a firm Land, but with the foresaid Course near *Fura*, the Channel openeth it self, and reacheth E. N. E. the best of the Channel is nearest *Andria*, for near *Tino* lies a great Rock under Water, but not far from the Land.

Being through this Channel, if you would sail for *Sio*, the Course from thence to the South-end thereof, is E. by N. 13 or 14 Leagues.

The S. W. side of *Andria*, reacheth from the Channel between *Andria* and *Tino*, N. W. by N. and N. W. four Leagues, unto three or four little Islands lying off from *Andria*, and from thence N. N. W. North, N. N. E. and along the North-end N. E.

Under the West-end of *Andria*, is a Haven or Road, but full of Rocks; and because that from thence you cannot sail when you have a Wind to go through, it is not good to Anchor there, but better go back to *Porto Kaphti*, or to the Haven of *Zea*; there you lie safe, and convenient for your Passage. From the North-end of *Andria* to the South-end of *Sio*, the Course is E. by S. 16 or 17 Leagues, but the *Caloyers* lie from that foresaid North-end of *Andria* E. N. E. seven Leagues.

If you would sail from Cape *St. Angelo* to *Sio*, or *Smyrna*, and that between *Sorfon* and *Sifanto*, then set your Course from the Cape with a Southerly (or with a large) Wind E. N. E. somewhat Northerly, which will carry you between *Falconera* and *Antimilo*, and being past *Falconera* sail more Northerly; that is, N. E. by E. and that Course will bring you between *Serfon* and *Sifanto*, but with a Northerly Wind (that you may not fall below the Channel) it is best from the Cape to sail N. E. by E. between *Falconera* and *Caravi*, which Course will carry you between them, about a League to the Southward of *Caravi*, and a League to the Northward of *Falconera*: Sail on E. N. E. and you will come just between *Serfon* and *Sifanto*. These Islands *Falconera*, *Caravi*, *Milo*, and *Antimilo* are

are easie to be known. Coming from the Cape, you first get sight of *Millo*, which lies from the Cape E. by N. and E. N. E. and is the greatest and highest, and first it shews it self in the form of two great high Hills, the Southermost of the two being the biggest. *Antimilo* lies from the Cape E. N. E. it is a little round Island, and may be seen 11 or 12 Leagues off, lying on the N. W. side of *Milo*.

Falconera. *Falconera* is the longest of them, and is very uneven and ragged; *Caravi* is but a small Island, and appeareth at Sea like a Sail.

At the N. W. side of *Milo* is a fair Haven, where you may lie sheltered in all Winds; it reacheth in S. E. and S. E. by S.

How to
sail into
Milo Ha-
ven.

If coming from the Westward, and you would sail into this Haven, then sail between *Milo* and *Antimilo*, till you come before the Mouth of the Haven; the West side of this Haven is a round steep Point, by which you must sail in S. E. and then S. E. by S. till you come to the Eastermost Point within, alongst which you must sail East, and Anchor abreast of the Fishermens Houses that stand on the East-side, there you will have 10 or 12 fathom Water; but you must stand far to the Southward, or the other side, for there is rocky and bad Ground. In this Haven are three several good Places to Anchor in, but abreast of the Fishermens Houses as aforesaid, you may Ride either near, or far from the shore, as you please, being all over clear and good Ground: You may also lie on the West-side, close by the Point at the Mouth of the Haven, with a Fast on shore, and an Anchor to Seaward; but with a Northerly Wind it is not good lying there, for there goes a great Sea, and there also lies a Ledge of Rocks under Water, but Water enough over them, only bad ground for your Cables.

Without the N. E. Point of the Haven, lies two Rocks, reaching from the Point towards *Antimilo*; you may sail through between that Point and the Rocks without any danger, but between the Rocks it is dangerous.

This Island *Milo* as aforesaid, is easie to be known, by the two great Mountains that lie on the West-side of the Island; and on the East-side also lies a high Mountain, on which there stands a Castle, and Houses. You may also see it far to Seaward, and may be easily known by *Antimilo*, and *Falconera*, being two Islands that lie along E. S. E. Also *Antimilo* lieth close to the Haven of *Milo*, that as it were it closeth up the Haven, that lying within it, you seem Land-locked.

Milo
Road.

At the South-side of *Milo*, is a fair Sandy Bay, where you lie sheltered in a Northerly Wind, and in an E. S. E. Wind: And not far from the shore, it is 20 and 24 fathom deep, fair sandy Ground: but with Westerly and Southerly Winds, it is bad lying there.

Argentiera. At the N. E. end of *Milo*, lies the Island *Argentiera*, sometimes called *Combolas*; between *Milo* and this Island there is a good Road: If you would Anchor there, run between *Milo* and *Argentiera*, then you shall see East of the Point of *Milo*, a white Church, abreast of which there is good Riding in 13 or 14 fathom Water, and is call'd *Argentiera* Road.

The Road
of Serfou.

This Island *Serfou*, hath but one Haven, and lieth at the S. E. end of the Island. If you would go into this Haven, you must know there lieth a Rock at the S. E. Point, sail close by the Land to the Westward, and you will see a white Church, sail right with the same, and leave it on the Larboard side, till you come over against the Point, from whence sail West, and come to an Anchor in six, five, four, or three fathom Water; and abreast of another white Church which lies in a Valley in this Haven, is another good Road for Ships that are bound to the Eastward, but those

that are to go to the Westward, must Anchor on the other side, that is, the East-side, the better to set sail.

On the Island *Sifanto*, between the South-point and a small Island which lies there, is another small Haven; if you desire to sail in there coming from the Westward, then run towards the South-point of the Island, and sail by the said Point N. E. and there you will see the foresaid little Island, sail in between it and *Sifanto*, and Anchor in 12 or 15 fathom Water; then must you carry a Cable ashore to the little Island, by which you Ride with an Anchor to Seaward; there you lie ready to sail to the Eastward.

Being between *Serfou* and *Sifanto*, and desiring to sail through between *Tino* and *Micono*, set your Course N. E. by E. and E. N. E. towards the South-end of *Sira*, and then E. N. E. towards the Channel between *Tino* and *Micono*. Just in the passage betwixt the Channel of *Serfou* and *Sifanto*, and from *Tino* and *Micono*, and S. E. from the midst of the South-end of *Sira*, towards the Island *St. Paras*, lies a great Rock, called *Lavatto*, lying a little way above Water, that by Night, or in dark Weather, you must be careful and shun it, but round about it is clean, and you may sail on both sides of the same; notwithstanding it is best for those that are bound for *Serfou*, *Tino*, or *Micono*, or from *Micono* towards *Serfou*, or *Sifanto*, not to sail to far off from *Sira*, that they may be sure to shun this Rock.

At the South-point of *Sira*, lies also a great Rock, which is three corner'd, at the South-end very steep, and goes sloping towards the North-end, like to *Portland* in England.

The Island *Sira* hath a Haven at the S. E. end thereof, and there lieth in the Haven three or four little Islands; this Haven lieth due North from the foresaid great Rock, like to a Triangle.

The Ha-
ven of
Sira.

If you desire to sail into this Haven, sail between this Rock and the other Island *Gadronisi*, which you must leave on your Starboard side, and the great Rock on your Larboard, yet sail nearest to *Gadronisi*, then you shall see the Town *Asprony* lying on the high Land; sail right upon the Town, till you come a little within the Haven, and then you must Loff up North, and come to an Anchor in five, eight, or ten fathom Water: This Haven reacheth for the most part N. W. and is a good place to Anchor in being bound to the Eastward, but not so, if bound to the Westward.

To the Northward of *Serfou*, that is between *Fermina* and *Serfou*, you may also, if you will, sail through, then sail E. N. E. between the Island *Calipodi*, and *Serfou*, which lies to the Northward.

From thence forward E. by N. to the end of *Sira*, and being near *Sira*, and would sail between *Tino*, and *Micono*, you must sail E. N. E. but keep nearer to *Tino* than *Micono*, in regard of the *Dilles*, which are Islands lying West from *Micono*; they are very low, and from them reacheth to Seaward certain Rocks and Shelves, which you must leave on your Starboard side: between *Tino* and *Micono*, it is about a League and a half in breadth.

The Island *Tino* hath no Haven into which you can sail, in regard of the straitness thereof, but some bare and naked Roads. If you would Anchor under *Tino* in a N. W. Wind, then sail to the S. E. point of the Island, there is a sandy Bay where you may Anchor at 15, 18, or 20 fathom Water, close by the Land; and Northward past this Point, you may Anchor in a S. W. Wind, right off from the Valley. The Castle of the Island lies upon a high Mountain, and is under the Command of the *Venetians*.

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There

There likewise is a Road behind the N. W. Point of *Micono*, if you are coming from the Eastward, and desire to Ride there, then sail alongst the North-side of *Micono*, till you come to the Westermost Point of the Island, then Luff up and sail towards the Village, and Anchor in 15 or 20 fathom Water; there is good Ground, and there you lie sheltered in a North, N. E. East, S. E. South, and S. W. Winds, but a West, W. N. W. and N. W. Winds blows right in: Yet nevertheless, the *Italians* commonly make use of this place to Winter in.

From *Tino* and *Micono*, to the South-end of *Sio*, or the Rock *Vinettico* (that lieth by the South-end of *Sio*) the Course is E. N. E. 14 Leagues.

How to sail from Cape St. *Angelo* to *Negro Ponte*, and also between that and *Zea*, is already Described. From the Eastermost Point of *Negro Ponte*, to the Island *Schiro*, your Course is North 13 Leagues; *Schiro* is an Island reasonable high.

A Description of *Schiro*.

Sailing by the S. W. side of *Schiro*, being about the middle of the Island, you will see a low Valley, which maketh it seem as if the Island were divided; near this Valley is a Haven, there is good Riding in all Winds. At the South-point of the Haven lie two Islands, or great Rocks, of a reddish Colour; this is a Mark whereby this Haven may be known.

At the North side of the Haven, lies another long Island somewhat larger, it is even and bare Land: You may sail between this Island and the foresaid red Rocks, on the South-side inward; this is a fair and large Haven. You may likewise sail between that long Island, to wit, alongst the North-shore, but it is very narrow, and yet six or seven fathom deep: Coming past the Islands, you may Ride on the North-side of the Haven, but on the South-side it is best lying: therefore as soon as you come within the Islands, you must sail up to the Southward, and Anchor in the Bay on the South-side, in 17 or 18 fathom Water; there you lie with a Fast ashore, and an Anchor to Seaward.

North-Westward from this Haven, is also a good Road to the Westward of the foresaid long Island that lieth before the Haven; and there lie some other Islands, which round about are fair and clean, and good Anchor-ground.

To the Northward of this, on the West-side of *Schiro*, are several other Roads, but the foresaid Haven is the best, on the whole Island of *Schiro*.

To the Southward of this Haven, towards the South-end of *Schiro*, are other good Roads. For such as are desirous to Ride there, the *Greek* Pilots say, you cannot there Ride amiss.

Schoppelo.

From this Haven, unto the South end of *Schoppelo*, the Course is N. W. by W. and N. W. about ten Leagues. At the South-end of *Schoppelo*, the Land lies in a Bay, where you may Ride; and coming to the end of the South-point, you must sail alongst the West-shore to the Northward, and a little past the Point lies the Haven *Schoppelo*, which is a very good and convenient Haven, it reacheth in E. by S. and E. S. E.; it is good and clean in sailing into the same, but not very wide. Within the Haven at the South-side, is another Point, near which is the best Riding, run in there till you can scarce see the Mouth of the Haven, and there you will have about 18 or 20 fathom Water, riding with a Fast ashore, and an Anchor out in that depth of Water; then you lie so near the Shore, that you cannot see the going out of the Haven: there you lie sheltered in all Winds, but only with a Westerly Wind, it is hard getting out. Therefore it is not a convenient Harbour, by reason you cannot get out with those Winds, which do sometimes bring in *Turks* Men of War, who make Prize of those that come to load Corn here.

Without to the Northward of this Haven, lie some Islands, under which you may Anchor: Between these Islands, and the Island *Schoppelo*, you will have 35, or 36, and 40 fathom Water; that is but a bad Road, North and Southerly Winds blow right in there.

Schoppelo is a reasonable large Island, high and full of Trees, on the little Island likewise to the Westward of the same, are abundance of Trees, and to the Eastward of the same lie the Islands *Gilgedromo*, *Diaderfe*, and *Schafoly*. *Gilgedromo* are three or four Islands, but nothing near so big as *Schoppelo*.

Diaderfe, is a little Island, or great Rock. *Schafoly*, is a low and poor Island, and lies nearest to *Schiro*; sailing from *Schoppelo* with an E. S. E. Course, you cannot fetch the same, but will leave them all on your Larboard side, or to the Northward of you.

From the Islands on the West-side of *Schoppelo*, under which you lie when you sail to the Island *Schiatta*, the Course is W. N. W. five Leagues. At the S. E. Point of *Schiatta* lie five or six Islands, and behind these lies a great, wide, and long Bay, and in the middle of this Bay standeth a Castle, or decayed Church; you may Anchor where you will, but on the West-side it is best, there you have most shelter, and eight, ten, or twelve fathom Water. You may with all Winds sail out of that Bay, and betwixt the Islands that lie in the Mouth thereof, between which there is Water through them all.

Therefore it is better lying there than in *Schoppelo*, because there the Galleys cannot surprize you, for with all Winds you may get out. To the Westward of this Bay, on the West-side of *Schiatta*, are more Roads for such as will Anchor thereabouts.

Between *Schoppelo* and *Schiatta*, lies a ledg of Rocks, about half way betwixt the Islands, and at some places among them you will not have above five or six foot Water; they that would sail between the Islands, must be careful to shun them, for there hath been several Ships lost on them.

From the South Coast of *Schiatta*, unto the Gulf of *Volo*, the Course is West eight Leagues. This is a large Gulf of about two Leagues wide, reaching in North, somewhat Westerly: At the end of this Gulf lies the City *Volo*, near which there is good lying; and good Ground. When you sail into this Gulf, a little within there is a Bay on the West-side, in which there lies an Island, you must Ride by that Island which lieth near to *Estelion*, and from the North-side of this Bay, lieth a small Point running off.

From thence N. by W. and N. N. W. about a League, is another Bay; from the South-side thereof there also reacheth a Shelf, of which you must take good heed; in this Bay is good Anchor-ground, in 20 and 25 fathom Water.

About a League from that Bay lies another, called *Murthersers* Island, in which you have about nine and ten fathom, and without the Island 25 and 30 fathom Water.

At the East-side of the Gulf, lies the Island *Triffere*, between this Island and the Main is good Road, at 36 and 40 fathom Water. In the Gulf of *Volo*, at the deepest you have about 50, and 55 fathom Water, and then 40, 30, and 20 fathom, all over fair and good Anchor-ground.

E. N. E. abreast of this Bay, lieth another, where there is also good Road, and good Anchor-ground in about 25 fathom Water; from the South-point of this Bay reacheth also a great shoal, on which you have about 14 and 16 foot Water, and about four Leagues further in, lies the Island *Stritser*, on the West-side of the Gulf, with three other Islands, two to the North, and one to the Southward; between that

that Island and the Main, is good Road in 26 fathom Water, and at the coming into the Island, it's about 30 fathom deep.

About South from the West-point of *Sciatta*, lies an Island close to the Coast of *Negro Ponte*, behind the same is good Road in N. E. and Northerly Winds; to wit, between this Island and the Land of *Negro Ponte*, but from thence Eastward, upon the whole North-Coast of *Negro Ponte* is no place to Anchor at, but is all hard and bad Ground, and all alongst the Coast very deep; and also alongst the East-point, or on the South-side, no where any place to harbour a Ship in distress of Weather: And therefore those that find this Coast a Lee-shore, and cannot carry sail, must certainly lose their Ship.

From the Gulf of *Volo* Westward, between *Negro Ponte* and the Main, reacheth the River, or Passage towards *Achinoe*; first, W. S. W. Westerly, and then West Northerly, 13 Leagues.

Being about three Leagues up this Passage, you will find a Bank, reaching from *Negro Ponte* N. N. W. to Seaward, on which is not above three or four foot Water: And about half a League to Seaward N. N. W. lies a sunken Rock, about mid way in the Passage, therefore sail nearest to *Negro Ponte*, betwixt the said Bank and the sunken Rock.

To the Eastward of this Rock, is another Bay, where near the shore-side standeth a ruined Castle, with some few Houses, thereabouts is good Road; and for to sail from thence Westward, you must sail N. W. about half way, and then W. S. W. towards *Zettonni*.

But from *Achinoe* towards *Zettonni*, to the end of the Gulf, it is W. N. W. 15 Leagues.

Southward from the West-point of the Gulf, lies two Islands, and three or four Leagues Eastward of *Achinoe*, lies the City *Acladi*; and about half way between *Zettonni* and *Achinoe*, lies *Stalida*: All these are little Cities or Towns, and at many places on this Coast, between *Achinoe* and the Gulf of *Volo*, is good Anchor-ground and many Bays, where you may Anchor.

Zettonni lies a little within the Land, also *Stalida*, but *Achinoe* lies not far from the Water-side: Next to *Stalida*, lies a bank of Sand, reaching a great way off, which you must shun, and run over it with your Lead, at four and five fathom; in this Gulf from *Acladi*, towards *Zettonni*, from 35 to ten fathom, all good Ground.

The West-end of *Negro Ponte*, is very high Land, but there lies a Mountain, reaching above all the rest; due South from this Mountain, upon the outermost part of *Negro Ponte*, lies a Town which yieldeth good Bisket-bread, for those that have occasion.

The several Courses from one Place to another.

From Cape St. Angelo to *Bella Polo*, N. N. E. 10 or 11 leagues
From Cape St. Angelo, to the Island *Garavi*, N. E. Easterly, 12 leagues

From Cape St. Angelo to *Falconera*, N. E. by E. Easterly, 11 or 12 leagues

From Cape St. Angelo to *Antimilo*, N. E. 17 or 18 leagues

From Cape St. Angelo to *Milo*, E. by N. and E. N. E. 16 leagues

From Cape St. Angelo to St. George de Arbore, or Cardinals Hat, N. E. by N. Easterly, 24 or 25 leagues

From Cape St. Angelo, to the Channel between *Zea* and *Macronisi*, N. E. and N. E. by E. 29 or 30 leagues

From Cape St. Angelo, till you come between *Serfou* and *Sifanto*, E. N. E. and N. E. by E. 23 or 24 leagues

From the Island *Garavi* to *Bella Polo*, N. N. W. 4 leagues

From *Garavi* to *Falconera*, E. by N. 5 leagues

From *Garavi* to *Annania*, S. E. by E. 7 or 8 leagues

From *Garavi* to the North-point of *Serfou*, N. E. by E. Easterly, 13 or 14 leagues

From the Island *Falconera* to *Bella Polo*, W. by N. and W. N. W. 8 leagues

From *Falconera* to *Milo*, E. S. E. 5 leagues

From *Falconera* to *Annania*, S. E. by S. 4 or 5 leagues

From *Falconera*, to the North-point of *Serfou*, N. E. by E. 9 leagues

From the *Antimilo*, to *Bella Polo*, W. N. W. 12 or 13 leagues

From *Antimilo* to St. George de Arbore, N. N. W. 15 or 16 leagues

From *Antimilo*, to the North-point of *Serfou*, N. E. 7 leagues

From *Antimilo*, to the N. W. Point of *Sifanto*, N. E. by E. 7 or 8 leagues

From *Antimilo*, to the South-point of *Tiro*, N. E. by E. 21 or 22 leagues

From between *Antimilo* and *Milo*, to *Annania*, is S. W. by W. 5 leagues

From *Milo* to *Sira*, N. E. 16 leagues

From the East-point of *Serfou*, to the South-point of *Sira*, N. E. by E. 10 or 11 leagues

From the West-point of *Sifanto*, the Cardinals Hat N. W. and N. W. by N. 8 or 9 leagues

From *Zea*, to the Channel between *Adria* and *Negro Ponte*, N. E. by N. 10 or 11 leagues

From the South-end of *Negro Ponte*, to the North-end, is at first N. E. Northerly, then N. E. by N. and to Cape *Doro* N. E. about 7 leagues

From the North-point of *Zea*, to the Island *Fura*, E. by S. 5 leagues

From the South-end of *Negro Ponte* to *Fura*, S. by E. 7 or 8 leagues

From the Channel between *Serfou* and *Sifanto*, to the South-end of *Zea*, N. E. by E. and E. N. E. 9 leagues

From the South-end of *Sira*, between *Tino* and *Micono*; the Course is E. N. E.

The Rock *Lavato*, and the City *Sira*, bear S. E. by S. and N. W. by N.

From *Tino* and *Micono*, to the South-end of *Sio*, E. N. E. 13 leagues

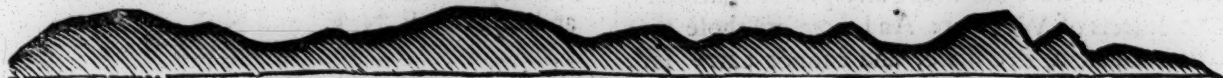
From the North-end of *Andrea*, to the South-end of *Sio*, E. by S. 17 leagues

From the North-end of *Andrea*, to the *Calogres*, N. E. by E. and E. N. E. 7 leagues

Here followeth the Description of these Lands, and how they appear at Sea.



Thus appeareth Cape St. *Angelo*, when it bears N. by W. four Leagues from you.



When Cape St. *Angelo* bears West, about eight Leagues off, it appeareth thus. You can then see no more Land to the Northward of it, but it sheweth lower, and seemeth to fall into a Bay.



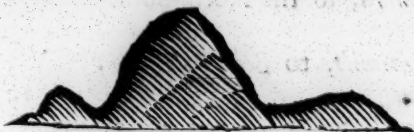
Thus appeareth the Island *Caravi*, bearing N. by E. 6 or 7 Leagues from you.



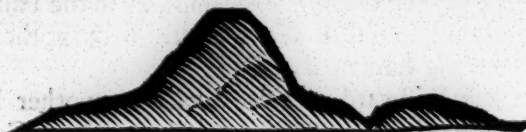
Caravi N. N. E. four Leagues off, sheweth thus.



Caravi N. W. three Leagues from you, sheweth thus.



The Island *Bella Polo*, bearing N. by W. eight or nine Leagues off, sheweth thus.



Bella Polo N. W. by N. seven Leagues off, appeareth thus.



Thus appeareth *Bella Polo*, bearing N. W. by W. seven or eight Leagues off.



Bella Polo appeareth thus, bearing W. by S. four or five Leagues off.



Thus appeareth the Island *Falconera*, when it bears North from you.



Falconera N. E. by N. eight Leagues from you, sheweth thus.



Falconera W. N. W. Northerly about four Leagues from you, sheweth thus.



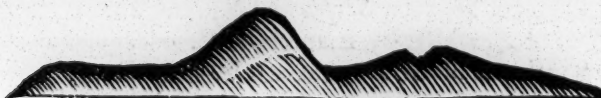
Falconera S. by W. seven Leagues from you, sheweth thus.



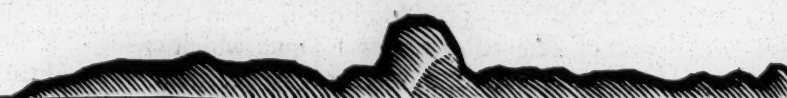
Falconera bearing S. E. by S. about five Leagues from you, sheweth thus.



The Island *St. George de Arbora* (or *Cardinals Hat*) bearing N. E. by N. seven Leagues from you, sheweth thus.



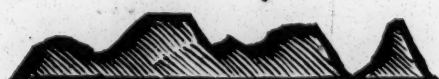
The Island *St. George*, bearing North from you, appeareth thus.



Thus appeareth the Island *St. George*, passing by the North-end of the Island *Zea*, and bearing S. W. from you.



Thus appeareth *Annania*, lying to the Westward of *Milo*, and bearing S. E. four Leagues from you.



Thus appeareth *Annania*, bearing S. by E. four or five Leagues from you.

E. by N.



Thus appeareth the two high Mountains of *Milo*, when they bear E. by N. eight or nine Leagues from you. *Dipsi* then bears East, and appeareth thus.



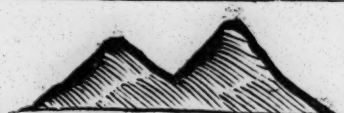
Dipsi, East.



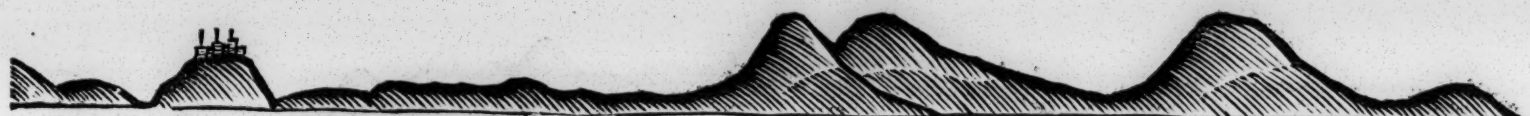
The Island *Milo* East, nine or ten Leagues from you, appeareth thus.



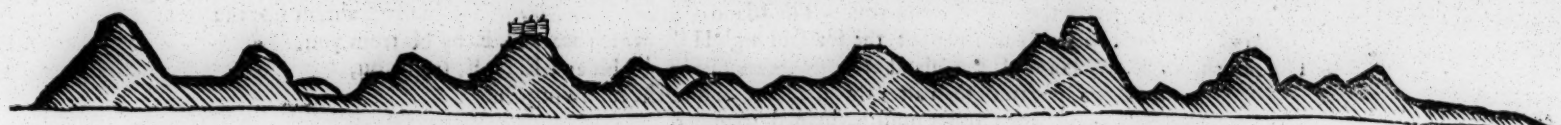
Antimilo West, five Leagues from you, appeareth thus.



Milo bearing N. by E. 11 Leagues from you, sheweth thus.



Thus appeareth the Island *Milo*, when the high Mountains bear E. by S. about 11 Leagues from you.



Thus shew the high Mountains of *Milo*, bearing E. S. E. and *Antimilo* E. by N. from you.

Argentera.

Antimilo.

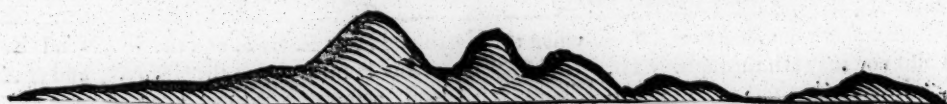
The Castle of *Milo.*



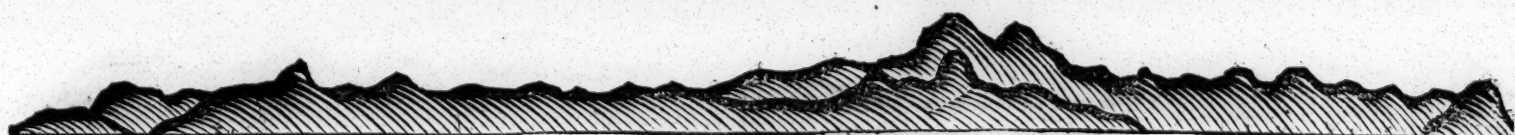
The Castle of *Milo*, and *Antimilo*, E. by S. from you, then may you see the Island *Argentera* to the Northward of *Antimilo*, bearing East from you, and appeareth thus.



Argentera S. by E. three Leagues from you, appeareth thus.



Thus appeareth the Island *Milo*, bearing S. S. W. seven or eight Leagues from you.



Thus appeareth *Milo* over *Argentera*.

Milo.

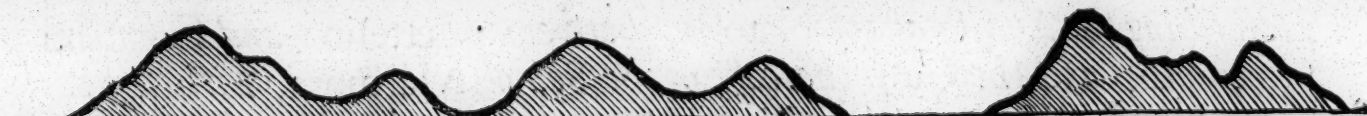
Antimilo.



Coming between *Serfou* and *Sifanto*, then *Milo* and *Antimilo* appear in this manner; *Milo* lies then about S. W. by S. and *Antimilo* S. W. by W. about five Leagues from you,



Sifanto W. by S. three Leagues from you, appeareth thus, and reacheth N. W. and S. E. four Leagues.



Thus appeareth *Antimilo* bearing N. E. by E. seven or eight Leagues from you.

Thus appeareth *Antimilo*, bearing E. N. E. seven Leagues from you.

Antimilo appeareth thus, bearing E. S. E. seven or eight Leagues from you.

Serfou.

The Channel
E. N. E.


Sifanto.



Thus appeareth the Island *Serfou*, when you are between *Falconera* and *Antimilo*, the South-end bears then N. E. by E. from you; the North-end of *Sifanto* E. by N. and the midst of the Channel between the same E. N. E. It is needful to know the Channel between *Serfou* and *Sifanto*, for those that desire to sail through this Passage towards *Sira*, *Tino*, *Micono*, and unto *Sio*, *Smyrna*, or to *Constantinople*, then the whole Island of *Sifanto* appeareth as in the following Figure.




The Island *Sifanto* East, and E. by N. from you.



When you sail between *Serfou* and *Sifanto*, the Island *Sira* bearing N. E. appeareth thus.


The Island *Tino* you may then see to the Southward, bearing N. E. by E. and E. N. E. 13 Leagues off, and sheweth thus like a short Hill.




Coming from *Serfou*, and *Sifanto*, to the S. W. end of *Sira*, then the Island *Tino* shews it self in this manner. There standeth a high Hill with a Castle upon it, and bears then N. E. from you. The Island that lies from *Sira*, (and in shape almost like the Island *Portland*) lies then to the Northward of the foresaid high Hill, which bears N. E. by N. from you. The North, or N. W. Point of the Island *Micono*, bears then E. by N. and E. N. E. from you, and *Micono* appeareth then after this manner, and in the following Cut, the Crosses must be joyned together.



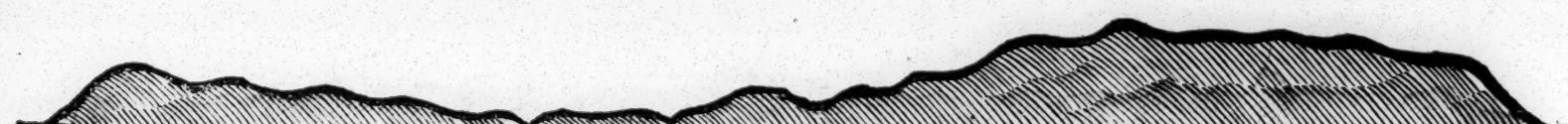
Lavato.




When you come from *Sio*, *Micono* appeareth thus, bearing S. W. by W. 10 or 11 Leagues from you.



Thus appeareth the Channel between *Andrea* and *Tino*, when the North-end bears E. by S. and the South-end E. N. E. from you. This Channel also you may sail through. The Island *Tino* hath a low Point towards the Channel, and at *Andrea* also, but it suddenly alters, and appeareth like a little Island, being two or three Leagues from it.



The Island *Jura* lies before the Channel, between *Tino* and *Andrea*, and appeareth thus, bearing S. W. a League from you. The passage between *Tino* and *Andrea*, bears N. E. by N. and E. N. E. from you, the South-end of *Sira* S. E. by E. from you: It shows it self in a long high Hill going from the Point, and in the midst with two or three Hills; the North, or N. E. end, is also a long Hill, but not so high as the S. W. Point; the North-point of *Zea* and *Jura*, bears E. by S. and E. S. E. about five Leagues.



Thus appears *Andrea*, bearing W. by S. 10 or 11 Leagues from you.

CHAP. X.

*Describing the Sea-Coasts of Natolia, between Mettelino and Constanti-
nople, and the Gulf thereof, or the Sea of Marmora, with the
Islands of Lemnos, Tenidos, Mavera, and the rest thereabouts.*

Cape *Bobaborea* (called by the *English* Cape *Maria*) lieth distant from Cape *Saguri* (the West-point of *Mettelino*) N. E. seven or eight Leagues. *Mettelino* hath at the North-side thereof, two long broad Hills, much higher than *Bobaborea*.

Bobaborea is a high Point, but above even and smooth, when this Point bears S. E. and S. E. by E. four or five Leagues from you; it appeareth like to an Island high at the South-end, and at the North end even and sloping downward. By the foresaid Marks is *Bobaborea*, and *Mettelino*, easie to be known, to such as come from the Northward, and would sail through *Mettelino*; under Cape *Bobaborea*, is a good Road, in

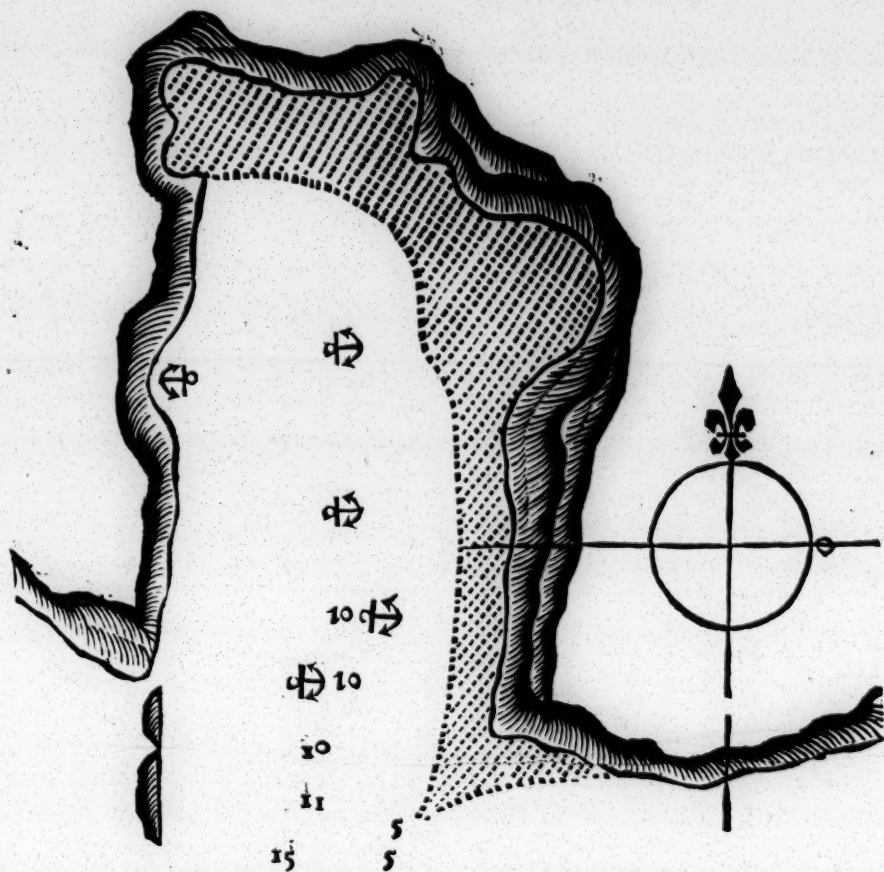
a N. N. E. and E. N. E. Wind; a Gun-shot from the shore, is 25 and 30 fathom Water, all over good Anchor-ground.

W. by N. from Point *Bobaborea*, lies the Island *St. Strati*, and N. W. by W. from the Point, lies *Lemnos*, or *Stalamena*; *St. Strati* is a small low Island; *Lemnos* is large, but low Land, except two Hills, which appear like two Islands. Between these two Hills, on the South-side of *Lemnos*, is a fair Road or Haven, in all Winds, except S. E. and S. S. E. If you desire to sail into this Haven, coming from the East-end of *Tenidos*, with an East or N. E. Wind, take notice of these two Hills, for with a N. E. Wind, you lie under the Eastermost Hill.

Coming

Coming thus to the Northward, or to the Eastward of the Haven of *Lemnos*, (it is all low and bare Land) sail alongst the same, but you must not come too near the Land, till you come nigh the foresaid Haven. At the West-point of the Haven, which

is high Land (being the Westermost of the two Hills aforefaid) there lie two Islands; or Rocks, come no nearer the East, than that you may see between those two Islands, but keep the said Islands opposite against the West-point, that the Passage between the

The Haven of *Lemnos*.

Islands and the Point may but just be discerned, otherwise you may meet with a certain shoal, that reacheth from the East-point a great way from the Land; you may see it a great way from the Land, which may be known by the colour of the Water.

The Bank, or Shoal, is very uneven and uncertain, that at one Cast you shall have nine or ten fathom, and the next three or four; but having this Bank abreast of you, or past it, you shall again find ten or twelve fathom. Then you may Luff up into the Bay and Anchor there, that the East-point may bear E. S. E. and the West-point W. by S. or W. S. W. from you; there is ten fathom water, and good Riding.

If in a S. W. Wind you would make Road there, then run close to the West-shore, where you shall find good Riding in S. E. Winds: But if you would sail further into this Haven, you will be careful when you come over against the North-shore, for there it is shallow a great way; as in the Draught may be seen.

The Island *St. Stradi*, lies distant from this Haven S. W. and S. W. by W. about four Leagues; but the Island *Tenidos* lies from this place E. by N. eight or nine Leagues.

Tenidos. From the West-end of *Mettelino*, or Cape *Suguri* to *Tenidos*, the Course is N. N. E. This Course will bring you between *Tenidos* and the Main.

But from the Point *Bobaborea* to *Tenidos*, it is North, and N. by E. about eight Leagues. You may sail on either side of *Tenidos*, when bound to *Constantinople*, either to the Eastward or Westward of the same.

Those that would sail to the Westward of *Tenidos*, must be careful to shun the two Westermost Points of *Tenidos*, for they are foul and rocky; the Southermost of the two is a low white Point, and foul withal, there reaching a Bank from it to Seaward; a good way to

the Eastward it is all white Land, like to that of *Dover*. It trendeth from the foresaid Point to the Eastermost Point, S. E. Southerly, and N. W. Westerly; all along this Coast at the S. W. side, it is all over good Anchor-ground, and good Road in N. E. and Easterly Winds; the S. E. Point is the highest Land of the whole South side, about one quarter of a mile from the shore, you will have about 20 fathom Water.

When you are just past this South-point, either to the East, or Northward of the same, there is another Gray Point; between these two also they Anchor, and make good Road, and a Gun-shot from the shore, you have ten fathom.

E. S. E. from this Point (that is right over against it on the shore of *Natolia*) is a low Sandy Point, with some Sands reaching from the shore, which you must shun, and come no nearer than nine fathom, but in the mid-way there is 22, 25, and 30 fathom.

About a League to the Northward, is another Sandy and low Point, reaching from the *Natolian* side towards *Tenedos*, so that the North-point of the Island bears E. by S. from it, and East and West from the little Island *Placho*, it lies about East by South from the City *Tenidos*, towards the *Natolian* side; between these two Sandy Points, alongst the *Natolian* Coast, it is shoal Water. Therefore these that are here forc'd to turn to Windward, must be sure to keep their Lead, and sail midway between those two low Points, and not stand nearer than into eight or nine fathom Water; and coming nearest the North-point, you may with Sounding, stand as near the shore as you will, for Musquet-shot off you will have five fathom Water; and you may sail between them, till the Castle lies abreast of you: The best of the Channel is 16 or 17 fathom Water, good Ground.

The *Venetian* and *Turkish* Ships, Anchor commonly in the midit at 14 and 15 fathom: but if you desire to Anchor here, you must bring the Island *Placho*, to bear North from you, abreast of the Rock that lies South from the City, a little from the shore: There is very good Riding in ten or eleven fathom Water; you may sail through between the foresaid Rock, to the Southward of the City, and the Land of *Tenedos* without danger.

From the North point of *Tenedos*, towards the Straits of *Constantinople*, your Course is N. E. by N. about three Leagues and a half; and with that Course you run by the Islands *Mavarea*, leaving them on the Larboard side.

From the Westernmost Point of *Tenedos*, to the Islands of *Mavarea*, it's N. E. by E. four Leagues; with the same Course sailing towards *Constantinople*, you come to fall a little below the Point of *Natolia*, called Cape *Jenesari*.

These Islands are small and low, the Southernmost and least, lie from the said Straits S. W. and S. W. by W. N. E. and N. E. by E. about a League, or more, but the Northernmost and biggest lie from thence W. S. W. and E. N. E. about a League.

The Islands *Embro* and *Samandrachi*, lie distant from these Islands N. W. seven or eight Leagues. *Embro* is the lowest, and lieth nearest to the Straits, in length like the Island *Tenedos*, but *Samandrachi* is the highest, and also the Northernmost; you may see them sailing in this Passage, right over against the other, but *Samandrachi* above *Embro*.

The Coast of *Natolia*, between *Bobaborea* and the and the South-point of the Straits of *Constantinople*, called *Jenesari*, lies for the most part N. N. E. and N. by E. There are but few Creeks here, but a strait Coast, except at that sandy Point over against the North-point of *Tenedos*, that reacheth a little from the shore, with a small Creek to Seaward, towards the Island *Placho*, it is even Ground all over.

Upon Cape *Jenesari* standeth a House, with three Mills, and several little Hills; to the Southward of the same it is high Land, full of Trees. There reacheth a Sand from the Point, a Gun-shot off W. by N. in the Sea, which must be shun'd; but being to the Northward of the Sand, and that you are abreast of the Point, then you may in Sounding run along the same.

N. E. from Cape *Jenesari*, is another Point white and ragged, and a Village near to it; from this Point also reacheth a Spit of Sand, but not very long, it is steep too, for Musquet-shot off there is ten fathom Water.

At the entrance of this Strait between both Lands, it is not above three quarters of a League wide; and at the first to sail into it, the Course is E. by N. and E. N. E. afterwards N. E. and N. E. by N. towards the Castles.

N. E. by E. half a League from Cape *Jenesari*, it's 15 or 16 fathom deep, good Ground, you may there Anchor where you will.

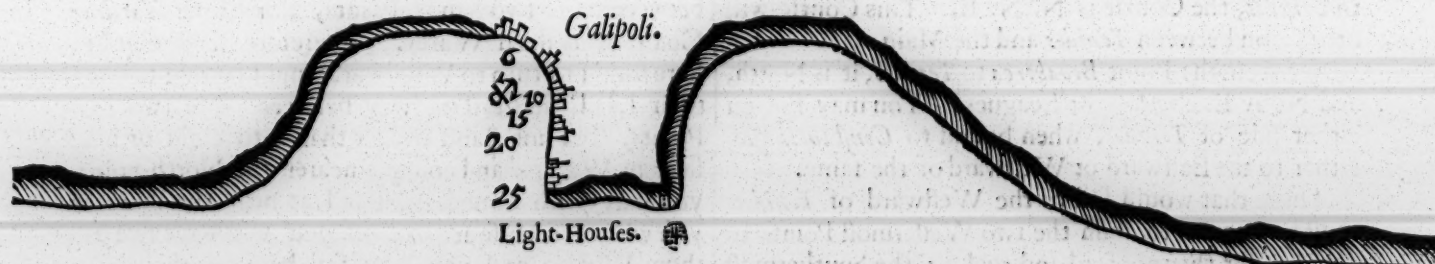
A Description of the Gulf of Constantinople, or the Sea of Marmora.

To know Cape *Jenesari*, which is the South-point of the Strait of *Constantinople* when you come from Sea, is already described.

At the entrance of the Strait, between both Lands, it's not above a League broad, the Course as aforesaid, and it's about Gun-shot wide, coming near to the Castles. Then the South-point of the Straits reacheth so, as the Passage seemeth to be closed up, that you cannot see the Sea.

Those that would sail into the Straits of *Constantinople* between the Castles, they must keep near to the Castle at the S. E. side, for by the N. W. side goes always a forcible stream outward, and chiefly in the Winter; yea, sometimes so extraordinarily, that with a good and stiff Gale of Wind, you can scarce stem it; also, you must not come too near the S. E. side about Musquet-shot from the shore: From the Land at some places are Rocks under Water, which must be shun'd, but the N. E. side is very clean, that in sailing along you may sail close by it, and also sail to it, and from it, without any danger; in the Passage between the Land, it's about two Leagues wide. From these Castles inward, the Course is North, and N. by E. a League. Towards a low Point which lies on the East-side, and hath a Point reaching towards the West-shore, on which standeth a little House, and a thick and high heap of Stones, which must also be shun'd, as when you come down, as when you sail up from the Straits, there reacheth a Bank of Sand a good way from the shore towards the West-side: Between the Castles and the foresaid Point, on the East-side, there is some Points. All the Ships that come here, must both in sailing up or down, come to an Anchor, and lie still three or four days to be searched: You Anchor there near a green Place that lies up the Land. Those that come from the Eastward, being past the point of this Bank, must Luff up close by the Point next to the East-shore, and come to an Anchor. You must be careful that you lie not too far from the shore, and so miss Anchor-ground, for a Musquet-shot to the Southward of the Bank, it's 20 fathom deep: This happens sometimes, that the Ships coming from above with a strong North, or Easterly Winds, for then there goeth a forcible stream outward, and not gaining the shore soon enough, are suddenly driven from their Anchors between the Castles.

Over against this Point on the West-side, (or a little to the Northward of the Westernmost Castle) lies the City *Mayta*, next which on the Land are many Mills; between *Mayta* and the Point, it is about a League wide. From this foresaid Point (or from the Wrack of the Castle) to *Galipoli*, the Course is N. E. by E. and E. N. E. seven or eight Leagues. To the Westward (or behind *Galipoli*) there is a great Bay, where you may Ride well in a N. N. E. Wind, but an



East Wind is indifferent; there is in the Road 20, and 25 fathom, and you lie before the *Arfinal*.

To the Eastward of *Galipoli*, is also a great Bay, but the City standeth on a Point, and the Land is even

even and low, in manner as is afore prefigured. Between *Galipoli* and *Mayta*, you must always stand nearest the North-side, but not too near in dark and thick Weather, for at some places there lieth certain Shoals, upon which if you stand too near, you may perhaps strike; yet in Sounding you may find them, and may discern where they lie by the colour of the Water.

On the *Natolian* side, the Land hath some Bays, that you may perhaps touch on some of the Points thereof. Coming from *Galipoli*, in dark or thick Weather, and as you come from above, there seems to be no opening, sail towards the high Land which lies to the Northward of *Mayta*, on *Galipoli* side it openeth it self; coming near to it, you may Ride under the same Land in all Notherly and Westerly Winds; in the Passage between *Galipoli* and *Mayta*, it is at divers places about two Leagues wide.

Bank. Over against *Galipoli*, at the South-side lies a ledge of Rocks, which you must shun, either in sailing in or out: This ledge reacheth far from the shore, it's very steep, that at one time you will have 30 fathom, and the next cast ten fathom.

Between this Ledge and the Main, to the Southward, you may Ride almost in all Winds, but you must sail to the Westward of the same, for at the East-end it reacheth with a tail to the Main.

Road. Camanar. Over against *Galipoli*, behind the foresaid Ledge, lies a City called *Camanar*, close to the Water-side on low Land, but *Galipoli* lies somewhat higher; and upon a certain Point to the Eastward, standeth a large Light-House over against it; a Gun-shot from the shore lies a sunken Rock, on which heretofore many Ships have struck, therefore that Light-House is set for a Mark, otherwise it's all over a clear Coast.

Between *Galipoli* and the City *Camanar*, the Channel is a League over; from *Galipoli* towards the Island *Marmora*, the Course is E. by N. and E. N. E. eight or nine Leagues, and with this Course, you will fall about a League to the Northward of *Marmora*, and two Leagues to the Southward of the Point *Rodesto*. *Marmora* and the Point *Rodesto*, lie opposite to each other, and it's about three Leagues broad between them.

From *Galipoli* Eastward a good way, it's very low and even Land, and shoal Water all along, and Musquet-shot from the shore, it's four fathom deep; at the end of the low Land, about two Leagues to the Eastward of *Galipoli*, lies a round Hill, below which there standeth many Trees, with a long white Tower, but you lose sight of it immediately in sailing: Eastward of this Hill is a Valley, wherein and about standeth many Trees: abreast from this Hill, about a League from the shore nearest to Seaward, it's not above 14 or 15 fathom deep, but all good Ground; that it's thereabouts shallow Water, but near the Land it's very shallow, therefore stand not too near the shore hereabouts; this Shoal reacheth Eastward two Leagues toward the foresaid Hill.

Eastward from this Hill, on the *Natolian* side, lies a great white Rock not far from the shore. *Galipoli*, as aforesaid, standeth upon a bare low Point, and is not very easie to be known coming from the Eastward, for then it lieth under the Land; but by the foresaid round Hill you may know that it's about two Leagues from thence. When you sail from thence Westward to *Galipoli*, it beginneth to be deeper, and you will see another Hill on the high Land, close to the Water-side, from thence you are about a League from *Galipoli*, and then you have 20 fathom Water, all good Anchor-ground, you may sail close along the shore, only beware of the Rock under Water, lying off from the Light-House,

Between *Galipoli* and *Marmora*, between the North and South Land, the Strait is five or six Leagues over.

Marmora is a high and short Island, the highest lying in the Gulf; coming from the Westward, it appeareth in two Hills, and a little low Island to the Northward, and with two or three Islands to the Southward; these also are low and not great. Sailing from the Castle to *Galipoli*, then may you see *Marmora*, you being to the Westward of *Galipoli*, to the Northward of the City *Galipoli* you see this Island over it; you may sail to the southward of *Marmora*, between it and the low Islands, as most do in the Winter, because the Winds then commonly blow at South, and S. E. but in Summer, and in good Weather, for the most part they go to the Northward, between *Marmora* and *Rodesto*, by reason then it's most times little Wind.

Between *Marmora* and the Islands to the Southward of it, it's all over clean Ground; nevertheless with those that have great Ships, and not well acquainted, it's best to sail to the Northward of *Marmora*; but the *Italians* commonly sail through to the Southward, between *Marmora* and the *Natolian* shore, where there is good Road in many places. There is a Point of Land to the Southward of *Marmora*, on the Coast of *Natolia*, which at a distance shews like an Island.

S. E. by E. from the East-end of *Marmora*, about half-way over, there lies a sunken Rock, on which there is not above eight or ten foot Water; which in sailing to the Southward of *Marmora*, you must take heed of.

Point *Rodesto*, over against *Marmora*, is a reasonable high Point, higher than the other Land thereabouts; with a Northerly Wind you must not come too near this Point, because you may perhaps chance to lose a Mast by the Wind, coming down from this Point in Gusts and Flaws, as with those Winds it doth.

East of this Point, it is again low and even Land, and in the Bay lies the City *Araclea*, near which on the high Land standeth a great many Mills.

Those that are forc'd to turn between *Galipoli* and *Marmora*, or from thence to *Constantinople*, must not stand over too near the *Natolian* side; for on the other shore there goeth the least Tide, but on the other it runneth forcibly to the Westward.

From Point *Rodesto* East, and from the North side of *Marmora*, E. by N. 13 or 14 Leagues, is another Point, reaching not far out; to the Eastward thereof is good Anchoring. A mile to the Eastward of this Point, there is a great white spot in the Land, by which it may be easily known: Next to this is a white Strand, and shallow Water, a Gun-shot from the shore there is but five fathom, and sailing from thence to the Westward it grows deeper, from 10 to 15 and 20 fathom Water, all good Ground.

Between this Point and the *Natolian* shore, it's about 11 Leagues broad; E. by S. and E. S. E. five or six Leagues, is another Point, both which make a fine Bay: This last is Clay like Sand, of a reddish Colour, with some few Houses standing thereon; from thence reacheth a Bank of Sand to Seaward, that about two miles off you have not above five fathom Water. This Point and the Island *Marmora* lie distant East and West, 20 or 21 Leagues.

From this Point Eastward, the Coast reacheth E. by N. Northerly a League, till you come to the West-point of the City *Constantinople*, to which you must not come nearer than nine fathom, and sail along the same, till you come near *Savali*, at the N. E. Point, and then Luff up towards *Galita*, where the Ships use to Unload.

C c 2

When

When you would set sail thence, you must remove with you Ship to *Toppena*, that with a Northerly Wind and the Stream, you may sail from the City *Constantinople*.

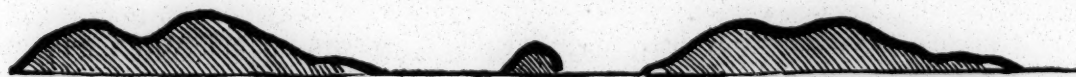
Between the City *Constantinople*, and the Islands that lie South from the City, it is about a League and a half broad; but the Land of *Natolia* Southward lies distant from the City seven or eight Leagues.

Courses and Distances from one Place to another.

From Point *Bobaborea* (or Cape *Maria*) to the S. E. Point of *Lemnos*, N. W. by W. 10 or 11 leagues
 From *Bobaborea*, to the Island *Aystrati*, W. by N. 12 or 13 leagues
 From *Bobaborea*, to the East-side of *Tenidos*, North, and N. by W. 16 leagues
 From the N. E. Point of *Tenidos*, to the Straits of *Constantinople*, N. E. by E. 3 leagues
 From the S. E. Point of *Tenidos*, to the S. E. Point of *Lemnos*, West, and W. by S. 9 leagues
 From *Tenidos* to Cape *Suguri*, S. W. by S. and S. S. W. 13 leagues
 From the S. W. Point of *Lemnos*, to the Island *Aystrati*, S. W. and S. W. by W. 13 leagues
 From the S. E. Point of *Lemnos*, to *Embro* and *Sa-*

madrach, N. E. by N. 11 or 12 leagues
 From the S. E. Point of *Lemnos*, to Cape *Suguri*, S. E. by S. and S. S. E. 11 leagues
 From the West-point of *Tenidos*, to the Islands *Mavarea*, N. E. by E. 3 leagues
 From the Southermost Islands *Mavarea*, to the Straits of *Constantinople*, N. E. by E. 1 league
 From the biggest or Northermost Island of *Mavarea*, to the Straits, E. N. E. about a league
 From the Island *Mavarea*, to the West-end of *Samandrachi*, N. W. 7 leagues
 The Straits of *Constantinople* and *Monte Santo*, lies distant W. by N. and E. by S. 22 leagues
 From the Straits to the Island *Lemnos* (or *Staylimene*) W. by S. 11 leagues
 From the Straits to the West-end of *Samandrachi*, W. N. W. 7 or 8 leagues
 From Cape *Fenesari*, first E. by N. then E. N. E. N. E. and N. E. by N. towards the Castles, about 4 leagues
 From the Castles to the low Point North, and N. by E. almost 1 league
 From the low Point to *Galipoli*, N. E. by E. and E. N. E. 7 or 8 leagues
 From *Galipoli*, till you come to the Northward of *Marmora*, E. by N. and E. N. E. 8 or 9 leagues
 From the Island *Marmora*, to *Constantinople*, East, 22 leagues
 From Point *Rodefo* to *Constantinople*, E. by S. 22 leagues

Here followeth a Description of these Lands, and how they appear at Sea.



Thus appeareth the Island *Lemnos*, when the high round Hill bears N. W. from you, and three Leagues from Point *Bobaborea*; the high round Hill lies on the N. W. side of the Land, with a Castle on it.



Thus appeareth the Island *Lemnos*, when the Southermost of the two high Hills bears N. W. and the Northermost N. W. by N. about five or six Leagues off, you then see more Land reaching to the Northward.



Thus appeareth the Island *Aystrati*, bearing West four or five Leagues from you; then may you at the same time see the Island *Tenidos*, bearing N. E. by E. eight Leagues from you. The Islands *Embro* and *Samandrachi* also, with the Main Land of *Natolia*, and *Bobaborea*, also the West-end of *Metelin*, called Cape *Suguri*, that bears then S. by E. and S. S. E. seven or eight Leagues off. The Island *Sio* may also then be seen, bearing West of *Metelin*.



Tenidos appeareth thus, bearing N. E. by E. eight or nine Leagues from you.

Sio appeareth thus, bearing South, and S. by E. from you.



The Islands *Samandrachi* and *Embro*, shew themselves like high Hills, when they bear N. by E. and N. N. E. from you. When you first see them, they appear like to many Islands, then you see *Tenidos* to the Eastward of them, in fashion of a Loaf of Bread.

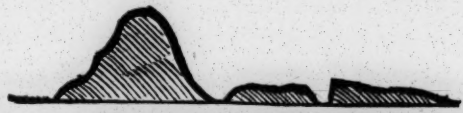
Cape *Bobaborea*.

Metelin.

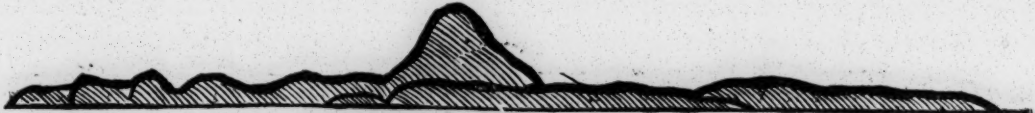


Thus appeareth the Land and Point of *Bobaborea*, bearing S. E. and S. E. by E. about five Leagues from you, but being farther off, the Point seems to be an Island, descending to the Northward. The Island *Metelin*, you may see either to the Southward, or Westward of the same, with a high and broad Hill. The foresaid Lands, to wit, *Aystrati*, *Tenidos*, *Sio*, *Samandrachi*, *Embro*, and *Bobaborea*, were all drawn at one time, being four or five Leagues Eastward of the Island *Aystrati*.

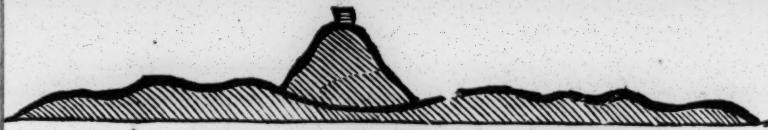
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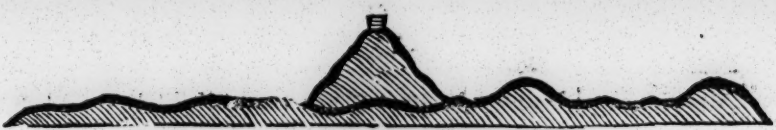
Thus appeareth *Tenidos* when you first see it, and bearing N. by E. from you.



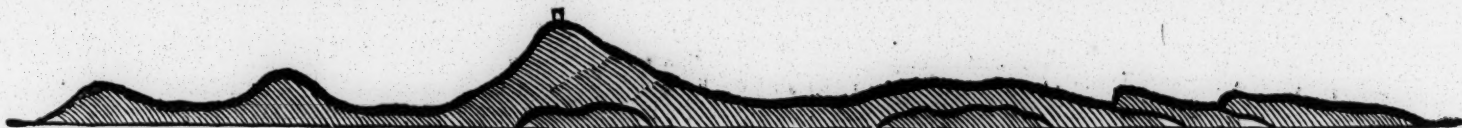
When *Tenidos* bears North two Leagues from you, it appeareth thus.



Tenidos bearing N. E. by N. five Leagues from you, appeareth thus.



Tenidos bearing N. E. by E. four Leagues from you, appeareth thus.



Thus appeareth the Island *Tenidos*, when it bears S. W. by S. from you.



When you are before the Mouth of the Straits of *Constantinople*, then bears *Monte Santo* W. by N. and the round Hill three Leagues to the Eastward of *Galipoli*.

The Valley to the Eastward of the Hill.



Thus appeareth the round Hill, with two great Valleys on the East-side thereof, lying three Leagues Eastward of *Galipoli*, bearing W. by N. about two Leagues from you. This Valley is low and even Land, and there stand many Towns in the Valley, and thereabouts, and beneath the foresaid Hill likewise.



N. by E. five Leagues off.

A



These two shew the Coast of *Roma*, from Point *Rodesto* Eastward, when those Places bear as aforefaid. The Land of *Araclea*, that reacheth Eastward to *Rodesto*, it's low and even Land; and being five or six Leagues to the Eastward of *Rodesto*, and 3 or 4 Leagues from the low Land to Seaward, it appeareth thus.



Thus appeareth the Bay of *Araclea*, or the Point of *Rodesto*, bearing West seven or eight Leagues from you. When you come from the Eastward, and first get sight of it, then seemeth that round Hill, and the Land on which it standeth, like to the high and long Hill of *Rodesto*; because you cannot see the low Land of *Araclea*, the *Papes* Island bears then S. E. by S. from you.



Thus appeareth the Island *Marmora*, bearing East, and E. by N. about five Leagues from you, and you next that round Hill three Leagues East of *Galipoli*.



This Point and the round Hill, lies about a League West of *Galipoli*, on the North-side of the Gulf, and shews it self thus, bearing W. S. W. from you. They that come from the Eastward, and sail W. by S. and W. S. W. between *Marmora* and Point *Rodesto*, shall get this round Hill on the Point in sight, sooner than the Point of *Galipoli*, because it is much lower, whereby you may the better know it.

When the East-point of *Marmora* bears S. S. W. two or three Leagues from you, it appeareth thus, with such a Rock or Island due East from it, it lies not far from *Marmora*; for in rainy dark Weather you can see *Marmora*, then also may you see this Island. This was drawn in dark rainy Weather, that the other Islands that lie between *Marmora* and the Main, nor the Main Land on either side could be seen, nor the Point of *Rodesto*.



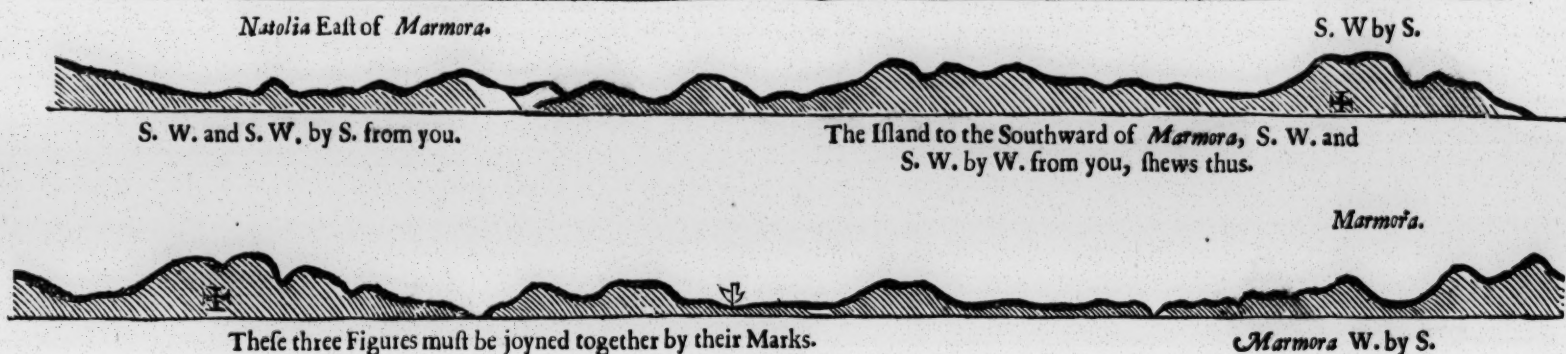
When *Marmora* bears West, about 13 Leagues from you, it appeareth thus.



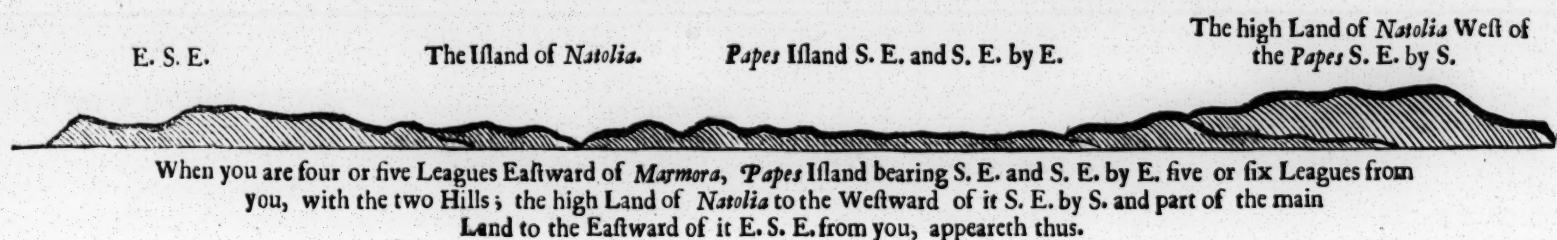
When *Marmora* bears W. by S. from you, it appeareth thus.

Bd

Natolia



Coming from the Eastward, and the N. W. end of the Island *Marmora* bearing W. by S. four or five Leagues from you; so that the Island to the Southward of it and the main Land of *Natolia*, at the East-side of it appeareth together, as in these three Figures above. At the North-end of *Marmora*, you may see another little Island; the two Islands to the Southward of it bear then S. W. and S. W. by W. from you, seeming low. Between these is a good Road. The West-end of the main Land of *Natolia* bears then S. W. by S. about three Leagues from you.



Thus appeareth *Papes* Island, when it bears S. S. E. five or six Leagues from you. Between the main Land and *Papes* Island, it is about 10 or 11 Leagues wide.

Papes Island appeareth thus, bearing S. E. and S. E. by S. from you, and you about three Leagues from low Land of *Rodesto*, it seemeth then to be a great Rock, with a little one to the Eastward of it.

C H A P. XI.

Describing the Western Sea-Coasts of Natolia, and also the Havens of Smirna, and Fogie Nova, with the Islands of Xio, Meteline, and Rhodes, with the Castle Roffa.

From Cape *Calaberno*, towards the Castle between *Meteline*, and the Land of *Natolia*, the Course is N. E. nine Leagues.

Fogie Vechia.

The East-point of the South-side of *Meteline*, is high, like to the Point of the main Land of *Natolia*, over against it is *Fogie Vechia*, lying about four Leagues distant.

West from the foresaid East-point of *Meteline*, lies a Haven called *Porto Gero*, being one of the fairest Havens on the whole Coast; and lies distant from the Channel between *Xio* and *Agunto*, N. E. by N. and S. W. by S. nine Leagues.

Porto Gero.

This Haven is not easily known coming from Sea, by reason it is shut up, and the Points as it were inclosing it; so that you must be very near, before you can discern the entrance thereof.

The best Marks not to miss of this Haven, for those that would go in thereat, are these: West from Cape *St. Maria*, (or the East-point of *Meteline*) lies a black Hill, that shews it self when you are three or four Leagues from the Land, like to an Island, between this and the foresaid East-point, lies the Haven; sail betwixt this Point and the black Hill, and you will certainly come right with the Haven.

At the West-side lie two Islands, or Rocks,

the Westermost is the biggest, the Eastermost lies close to the West-side of this Haven; the Points lie distant from one another East and West: The Westermost is a low and even Point, from which reacheth a small Spit of Sand downward, therefore stand not too near it.

From the foresaid West-point, lies a black Rock, get that in sight, and sail towards it: Leaving it on your Larboard side, sail to the Southward of it, between the foresaid flat Point, and the black Rock, but nearest the last; for at the Point (as is said) lieth a Rock, but very deep, close to it, that you may sail near, or round about it; the Course between this Rock and the flat Point is N. W.

How to sail into Porto Gero.

When you are abreast of the said Rock, then sail N. W. to another Rock, which you will then see, of a red Colour, lying distant from the said black Rock W. by N. but from the flat Point N. W. by N. You must leave this red Rock lying on your Larboard side, and sail between the Rock and the Main, and then Northward to a little Island, on which standeth a Tree: Lying North from this said red Rock, you Ride there with a Fast on this Island, and an Anchor to Seaward.

Between the foresaid red Rock and the Island, at the East-shore behind the Point, is good Riding in 12 or

or 15 fathom Water; you then Ride Landlockt, and sheltered in all Winds: This Point lies distant from the Western flat Point N. N. W. and S. S. E.

From that Island, the Haven reacheth farther in N. N. W. You may Anchor where you will, it is all over good ground, and about 15 or 16 fathom water.

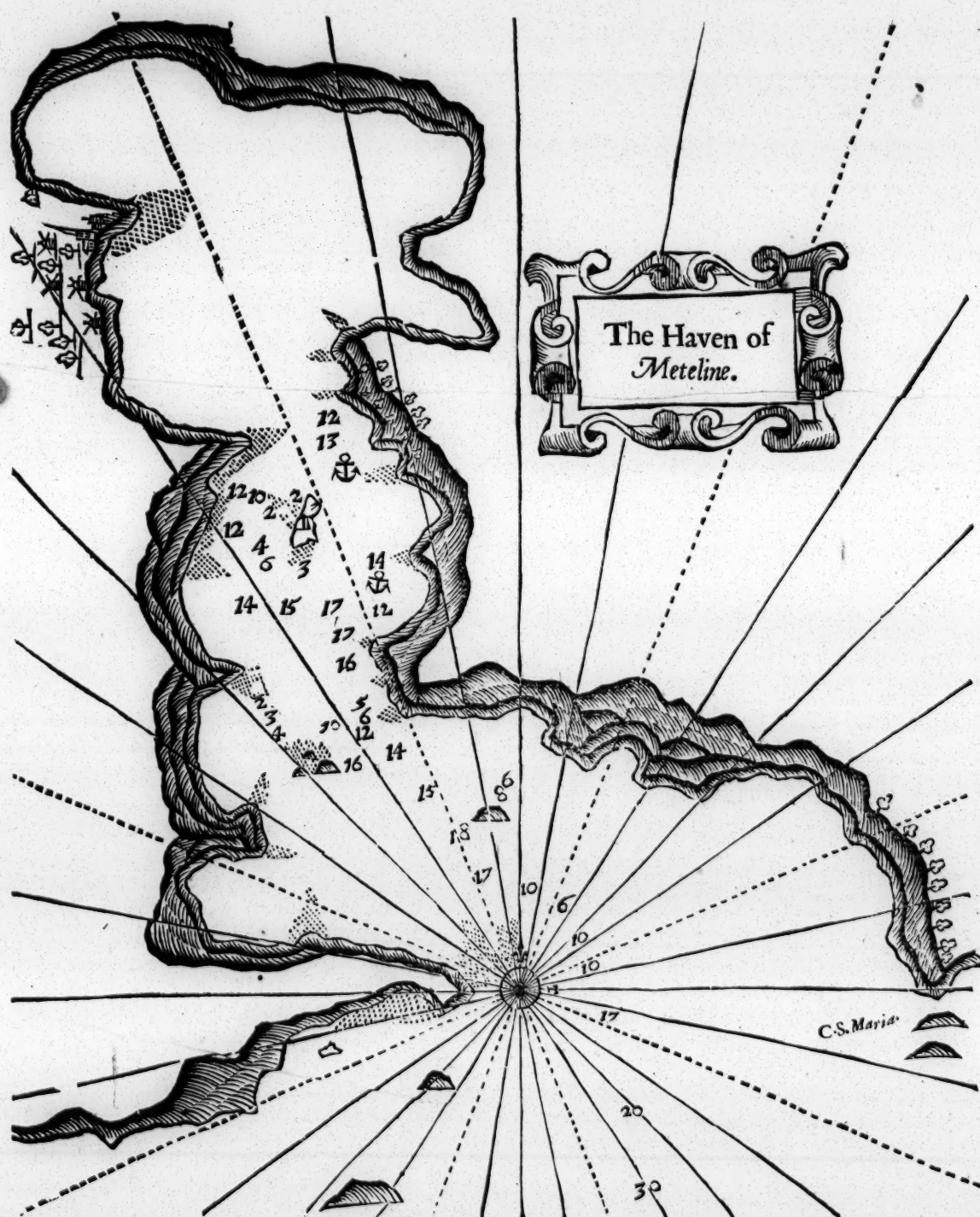
Those that come from *Smirna*, or *Meteline*, and would go to *Xio*, and by contrary Winds are hindred, cannot do better than to Ride here, and wait for a Wind.

Cape *Calaberno* lies distant from this Haven S. W. by S. seven or eight Leagues, and the Point of *Fogie Nova* S. E. by S. seven or eight Leagues off. *Fogie Nova*, and *Fogie Vechia*, lie distant N. by E. and S. by W. six Leagues; between them is a great Creek, reaching a good way Eastward within the Land.

The Point of *Fogie Vechia*, lies four or five Leagues from the East-point of *Meteline*, or Cape *Maria*, these are two high Points; and at the Point of *Fogie Vechia*, is a round Hill whereby it is easily known: Between these two Points you sail into the Channel, between *Meteline* and the Land of *Natolia*.

Fogie Vechia is a small Point, reaching from the Main. On the N. E. side of that Point, and also on the South-side, are two great Bays; there lies also an Island to the Southward of the Point, on which standeth a flat Tower, and further within the Point of *Fogie Vechia*, lie more Islands, where you may Ride: To the Southward of *Fogie Vechia*, on the *Natolian* side, you may Anchor any where under the low Land, there is even and good Anchor-ground.

From *Fogie Vechia* to the N. E. Point of *Meteline*,



it's N. W. and N. W. by N. five leagues: In this Channel you sail by several small low Islands, that lie on the *Natolian* side; between these Islands and *Meteline*, it's about 13 Leagues broad. You may Ride between the Islands, and also round about the same, it is all over fair and good Ground. Upon the Northernmost Island standeth a short decayed Steeple, and nigh that Island lies another, with two Hills like to a Saddle, where you may Anchor round about it.

The Southermost of these little Islands, is a long low Green Island, near this lieth another somewhat higher; between these you may sail, leaving the low Island on your Starboard side, and so sail into the Channel till you come before a little Town, which you will see lying on the North-side of the Haven: Under the Westernmost of these Islands, is good Riding in South, and S. E. Winds, at 35 and 36 fathom Water, good Ground. To the Westward lies another small

small Island overgrown (as is the other) with Bushes and Shrubs.

On this side of *Meteline*, lies also some little Islands, but close to the Land; the Coast there also is very fair and good, that you may Anchor all along the shore.

At the East-point of the Island *Meteline*, lies a great Castle called *Mollivo*, and the fair City of *Meteline*: Behind the Point whereon the Castle stands, to wit, on the West-side of the Castle, you may make good Road in South, S. W. East, E. N. E. and N. E. Winds.

About two Gun-shots from the foresaid Castle, to the Northward, lies a little Island not far from the Land, where you may also Ride between that Island and *Meteline*, in S. E. S. W. and N. W. Winds.

A little to the Westward of this Island, is also a Point of Land, behind which you may Ride and lie sheltered in all Winds, except N. W. North, and N. E. Winds; there is good lying, especially before the Village, called *Petera*.

Those that coming from the Southward, and would sail between *Meteline* and the main Land of *Natolia*, towards *Bobaborea*, or those that would sail within *Meteline* from *Bobaborea*, must keep nearest either to one side or other, for in the midst lie several sunken Rocks, and running nearest one of the sides, till the Castle *Mollivo* upon *Meteline*, come abreast of you, then are you past the said Rocks, and may boldly sail from side to side.

Porto
Suguri.

At the West-end of *Meteline*, also is a good Haven, called *Porto Suguri*, taking its Name from Cape *Suguri*; there lies an Island before the Haven with some Rocks near to it. To the Westward of that great Island, if you would sail into this Haven, you must go to the Southward of that Island; being at the South-side of this Haven, it's impossible to get in with a Northerly Wind, for that blows right out.

Within the Haven, you Anchor where you will, either on the North, or South-side; it's all over good Ground, only on the South-side of the Haven lies a Rock, but above Water, that you may see it.

Cape *Suguri*, is the West-point of *Meteline*, and lies distant from Cape *Bobaborea* N. E. and S. W. six Leagues; and from the N. E. end of *Xio*, N. by W. and N. N. W. nine or ten Leagues, but the Island *Ipsera* lies distant from Cape *Suguri*, S. S. W. about ten Leagues; and from the N. W. Point of *Xio* W. by N. four Leagues.

Ipsera.

At the West-side of *Ipsera*, is also a Haven, between this and a little Island that lies at the West-side of it, where you lie sheltered in North and Southerly Winds; you may come in on either side, and out likewise, but if you desire to sail in or out to the Northward, you must keep near the Point of the Haven of the little Island, for there lies a Rock near *Ipsera*, on which is not above seven or eight foot Water; and being within, Ride where you will.

A Description of the Road of *Smirna*.

Fogie
Nova.

If coming in from *Xio*, you would sail for *Smirna*, then first sail to Cape *Calaberno*, being the West-point of *Smirna*, high Land and easily known. The Land over against it, is the East part of the Gulf of *Smirna*, that is, the Land of *Fogie Nova*, this is not so high, but bare and naked Land, whereby it is known; the Land you must leave on your Larboard side coming from *Meteline*, and sailing towards *Calaberno*.

Eglenes.

Coming to Cape *Calaberno*, sail then S. E. till you get the Islands *Eglenes* abreast, and on your Starboard side; but this is no good passage, espe-

cially in dark Weather, or by Night.

This Island *Eglenes* lies about four Leagues from Cape *Calaberno*. In the midst of the Gulf of *Smirna* lies a low Island, and pretty large; sail close by it, and shun the North-side, for there lieth a Bank along the South-shore, which once was Land, but now sunk. The North-shore where the said Bank lieth, is very low Land, almost even with the Water, beset with Trees, which you get sight of before you see the Land, and the Land appeareth a great way off in many Islands, you see on the East-side; and in sailing up to *Smirna*, you leave them on your Larboard side. To the Southward of the foresaid Island, or further in the Gulf, lie more Islands, where you may Ride in Northerly Winds, especially for such as sail out; between the Southermost Island and the Main, there is the best Road, and all over good Ground. These Islands in sailing up to *Smirna*, you must leave on your Starboard side.

When you are past the first Island, or when you are abreast of it, you will see two high Mountains, called the two Brethren, sail S. E. by S. towards them, between the Islands *Eglenes* and the great Shoal, till you come to the high Land at the South-shore, that is about six Leagues; there is in this passage between these Islands and the great Bank, 20, and 24 fathom Water, good Ground, and about a League wide.

In sailing, run along the Land till you come to a flat Point, reaching from the South-shore to the great Bank, that it is not above a Bow-shot wide.

In this passage along the high Land, about Gun-shot from the shore, you will have about 20 fathom Water, but near the Point is not above six or seven fathom; sail about a Cables length from the South-shore, and then you need not fear the Bank.

From this low Point to the City, it's East, and E. by N. about four Leagues.

Being past the *Strait*, and sailing towards *Smirna*, you must shun another Bank, lying to the Eastward of the foresaid great Bank.

Between *Smirna* and the foresaid low Point in the passage, it's about nine and ten fathom deep, but coming too near this Bank, or the South-shore, the Ground is hard, by which you may know you are near either the shore, or the said Bank; which for the Night is a very good token.

Coming from *Smirna*, you Anchor before the City in nine and ten fathom Water, good soft Ground.

If you would sail from *Smirna* outward by Night, you must have a care of the shore, which you may know when you are near, by the hardness of the Ground. A little to the Eastward of the flat Point, there lieth a Bank, which with Sounding, you may run along the said flat Point.

When you are past the *Strait*, sail yet a good way along the South shore, till the two high Hills (called the two Brothers) bear S. E. by S. from you, sail then N. W. by N. towards the Islands of *Eglenes*, and so to Cape *Calaberno*.

At *Smirna* is laden Cotten, Fillado, Tapestry, and some sorts of Silk; this hath been in Ancient Times a great City, but at present of little consideration, being almost decayed. You may see the remainders of stately Buildings, and parts of Arches and Marble Pillars, and thick Walls, whereby it may be guessed what a famous City it hath been. At the East-point of the Gulf of *Smirna*, lies *Fogie Nova*; there is a good Road in all Winds, especially for such as by contrary Winds cannot sail up the Gulf.

Fogie
Nova.

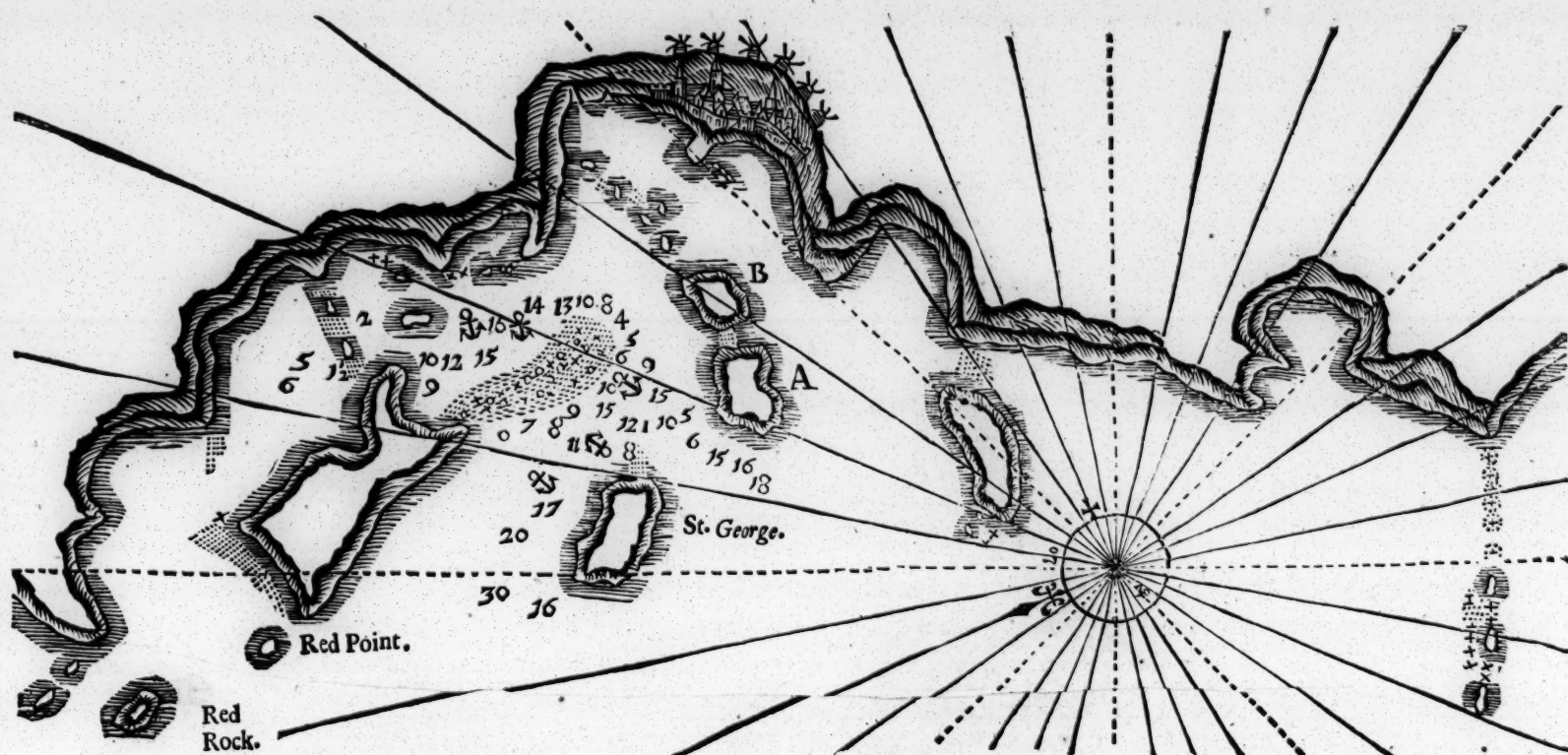
The South-point of the Island *Fogie Nova*, lies distant from Cape *Calaberno*, East four Leagues, but the Point to the Northward E. N. E. This Town or Road,

Road, may be known by six or seven Mills, standing on the high Land near the City.

By *Fogie Nova* lie some Islands, behind which you may Ride; the biggest and longest lies to the Northward of the Town, at the North-end of which lies a

red and steep Point, and from the South-end reacheth a Ledge of Rocks; the said Ledge at some places may be seen above Water. To the Westward of that Ledge lies another Island, called *St. George*, and to the Southward of *St. George*, are two other I-

A Description of the Islands and Roads before *Fogie Nova*.



lands, as in the Map they are marked A B.

If you desire to come into this Road, then sail to the Northward or Southward of *St. George*, according as the Wind will serve; if to the Northward, then sail between *St. George* and the long red Island, till you come close to the foresaid Ledge of Rocks; you may sail very near it, for it's deep enough. And when you are come to the end of the said Ledge, then you must Luff up to the Northward about the Point, and run in behind the ledg, and come to an Anchor in 14 or 15 fathom Water, soft Ground, and the nearer the Rock the deeper; you may run so near, that you may throw a Stone on it.

If you would sail to the Southward of *St. George*, then sail between *St. George* and the Island marked with the letter A, to the foresaid Rock, and being past, or abreast of it, come to an Anchor as aforesaid. But between the great Island and the Main, you must not sail, for there lies another Island between, having on both sides thereof not above four or five foot Water: This is a good place to take in Ballast, for those that would lade Cotton at *Smirna*; and here also is good fresh Water to be had; without, or beyond this Ledge, you may likewise Anchor between the Rock and *St. George*; but W. N. W. N. W. North, and N. E. Winds blows there right in, but in all other Winds you lie sheltered.

A Description of the Road of *Xio*.

The South-end, or the S. W. Point of *Xio*, lies distant from *Tino* and *Micono*, E. N. E. 13 Leagues, but from the North-end of *Andrea*, E. by S. 18 Leagues: At the West-end of *Xio* stand many Light-Houses, and near the S. W. Point of *Xio*, lieth a great Rock, called *Venetico*.

Round about this Rock it's clean good Ground, and the Land also about it, that without danger you may

sail between it and the shore, but it's best to go to the Southward of it, that in calm Weather, you may not be hove ashore.

From the foresaid Rock to the Channel, between the main Land and *Xio*, it reacheth N. E. and S. W. about two Leagues.

Coming past the Point, sail Northward towards the City *Siro*, till you come nigh Cape *St. Hellen*, which is a red Point lying to the Southward of the City, and upon it standeth a high and large Light-House; here stand not too near to the shore, for there lies a flat Point of Sand, which you must shun.

Being past the Point you will see the City, to which you may sail, and come to an Anchor in 20, 18, or 15 fathom Water; the Ground is soft and muddy, that it's no good lying there, if it blow any thing hard, especially with a Northerly Wind: But to the Northward of the City, or North from the Castle that standeth at the North-end of the City, standeth two or three Mills; near them, about Gun shot from the shore, it's better lying, and good Ground, where you have about 20, 16, and 12 fathom Water.

Those that would be in the Haven of *Xio*, must sail by that Light-House that standeth in the Water, over against the Town, a Ships length to the Northward of it, and close by the Rock into the Haven, leaving the said Light-House on your Larboard side, and the Rock on your Starboard side.

A League to the Northward of the City *Xio*, lies a fair Haven, called *Porto Delfyn*, lying almost at the end of the Island; sailing by *Xio* alongst the Land, you may plainly see it.

Before the Haven there lieth a little Island, on which there is good fresh Water; the Island is called *St. George*, close by which you must sail, when you are bound into the Haven. Both to the South, and Northward of the same, it's deep Water, and good clean Ground;

E e

you

you may sail as far up as you will, and Ride moored with a Fast either on the North or South-shore, and an Anchor to Seaward.

In the middle of this Road lieth a Bank, which you must shun; on which there is not above nine or ten foot Water, there you lie sheltered in all Winds: From thence to the North-end of *Xio*, it's about a League.

Those that would sail from *Xio* to *Smirna*, to the Eastward of *Agunto* to *Spalmentori*, must steer E. N. E. which will bring them to the entrance between *Spalmentori*, and to the main Land of *Calaberno*, which is the S. W. Point of the Gulf of *Smirna*, and then your Course is N. by E.

But they that will sail between *Xio* and *Spalmentori* Westward, must sail close by *Xio*; for near *Spalmentori*, the Ground is all over foul.

The Island *Spalmentori*, is a low Green Island; likewise those two or three small Islands lying by it, are low and Green.

Between the Island *Spalmentori* and the Rock *Stravole*, which lies at the North-end of *Xio*, is not above half a mile; you may sail through without danger, leaving the Rock *Stravole* on your Larboard side, and the two round Islands near *Spalmentori*, on your Larboard side; there is 50 and 60 fathom Water, but just within close by the Island *Spalmentori*, it's not above 15 or 20 fathom deep, fair good Ground, till you come to the foresaid two little Islands. From the Passage between *Xio* and *Spalmentori*, to Cape *Galaberno*, the West-point of *Smirna*, the Course is E. N. E. and N. E. by E. three Leagues.

Coming from *Smirna*, or from Cape *Calaberno*, to *Xio*, it seemeth as if there were many openings or Creeks, into which you might sail. By reason of the many Islands that lie between *Xio* and *Galaberno*, and because that the Islands of *Spalmentori* are low, yet you must leave them all on your Larboard side, and sail W. S. W. and S. W. by W. till you come to the high Land of *Xio*, leaving the Rock *Stravole*, and the Island *Spalmentori*, with the two little Islands to the Westward on your Larboard side, and from thence to *Xio* S. by W.

A Description of *Rhodes*.

The S. E. Point of *Rhodes*, lies distant from the East-end of *Scarpanto*, N. E. by E. 16 or 17 Leagues, and Cape *Traquille* about three Leagues.

East from the Point to Seaward, lies a great Rock above Water, which lying to the Northward of you, looks like a Ship. Three Leagues to the Northward of this, lies another great Rock above Water; and between these two Rocks, a little from the shore on the East-side (that is about a League to the Northward of the S. E. Point of *Rhodes*) there is a fair Road, and good Sandy Ground, where you may have

good fresh Water, digging a Hole in the Sand a little from the side, and there you may take what fresh Water you please.

A Description of the Island Castle *Rossa*.

From the S. E. Point of *Rhodes*, (or from Cape *Traquille*) to the Island *Castle Rossa* East, and E. by N. is about 29 Leagues. This Island lies close by the Coast of *Natolia*, there standeth a Castle upon it, and between that and the Sea-side stand some Houses; behind that Island is very good Road, and fresh Water to be had.

About 16 or 17 Leagues S. E. by S. from this Island, there lies a Rock under Water, almost in the middle of the Channel, between *Candia* and *Cyprus*, which you must take good heed to shun. This N. W. Point of *Cyprus* (to wit, Cape *Bassa*) lies distant from the Island *Castle Rossa* E. S. E. and S. E. by E. 47 Leagues.

The Courses and Distances from one Place to another.

From the N. W. end of *Xio* to *Ipsara*, W. by N. 4 leagues
 From *Ipsara* to Cape *Suguri*, (the West-point of *Meteline*) N. N. E. 11 leagues
 From the N. E. point of *Xio* to Cape *Suguri*, N. by W. and N. N. W. 9 leagues
 From Cape *Calaberno*, to *Porto Suguri*, N. W. by N. 11 leagues
 From between *Xio* and *Spalmentori*, to the Haven *Porto Fero*, N. E. by N. and N. E. 8 or 9 leagues
 From Cape *Calaberno* to *Porto Fero*, N. E. by N. 7 or 8 leagues
 From Cape *Calaberno*, to *Fogie Vechia*, N. E. and N. E. by E. 9 or 10 leagues
 From the Point of *Fogie Nova*, to *Porto Fero*, N. W. by N. 7 or 8 leagues
 From *Fogie Nova*, to *Fogie Vechia*, N. by E. 7 leagues
 From *Fogie Vechia*, to the N. E. Point of *Meteline*, N. W. and N. W. by N. 5 leagues
 From Cape *Suguri*, to Cape *Bobaborea*, N. E. 7 leagues
 From Cape *Suguri*, to *Tenidos*, N. E. by N. and N. E. 12 or 13 leagues
 From Cape *Suguri*, to the Channel between *Andrea* and *Negro Ponte*, S. W. 26 leagues
 From the East-end of *Scarpanto*, to the S. E. Point of *Rhodes*, N. E. by E. 12 or 13 leagues
 From the S. E. Point of *Rhodes* (called Cape *Traquille*) to *Castle Rossa*, (on the Coast of *Natolia*) E. by N. 29 leagues
 From *Castle Rossa*, to Cape *Bassa* in *Cyprus*, E. S. E. and S. E. by E. 47 leagues

How these Lands appear at Sea.

The East-Point of *Meteline*.

Fogie Vechia.



Thus appeareth the East-point of *Meteline*, with the Point of *Fogie* over against it, when you are by the Point of *Calaberno*, or before the Gulf of *Smirna*, when the foresaid Point of *Meteline* bears North seven Leagues from you, the Point of *Fogie Vechia* N. E. by N. from you. You may then between these two Points, see some other high Land, which is the Land of *Bobaborea*.

The Haven of *Meteline*.

Cape *Maria*.



When Cape *Maria* (which is the Southermost Point of the Island *Meteline*) bears N. E. by N. and N. N. E. from you, it appeareth thus: At the Cross is the Haven of *Porto Jero*.

Fogie Vechia

Islands.



Coming from the Northward, on the inside of *Meteline*, and a little to the Southward of it, next to the high Land of the Point on the South-side of *Meteline*, then the Point of *Fogie Vechia* appeareth in this manner, with the Island on which the Tower standeth, lying to the Southward of it; on both sides of this Point lie several Bays, where you may Ride.



When you are between *Xio* and *Meteline*, yet nearer to *Meteline*, the West-point thereof bears N. N. W. three Leagues from you, and the Island *Ipsera* S. W. eight or nine Leagues from you, then *Xio* and *Ipsera* appear as in the Figures is already described: But the Point of *Calaberno*, bears then S. E. and S. E. by E. from you, and appeareth thus: The sharp Hill on the East-Point is easily known, and you may see it when you lie before the City of *Smirna*.

East-point of *Calaberno*.

West-point.

East-point of *Xio*.



Thus appeareth the Land of *Calaberno*, with the Island *Xio* to the Westward of it, as is described in these two Figures. When you are between the Island *Meteline*, and the Point of the main Land to the Eastward, called *Fogie Vechia*, the high flat Hill of *Calaberno* bears then S. S. W. seven or eight Leagues from you, and the high and broad Hill in the midst of *Xio*, S. W. nine or ten Leagues off.

West-point of *Xio*.



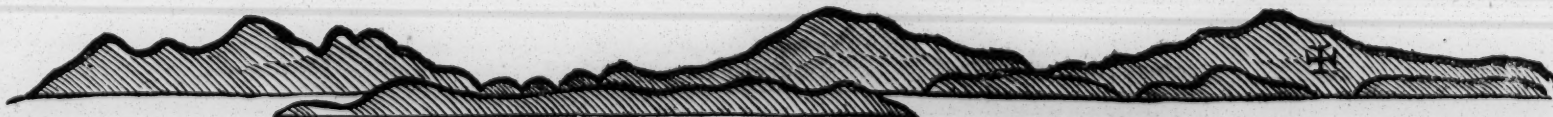
This is the following part of the foregoing Figure, describing *Xio*, and must be joyned together.

The West-point of *Calaberno* towards *Xio*, and the Eastermost Point of *Meteline*, lie distant S. W. a little Southerly, and N. E. Northerly, about eight Leagues; the East-point *Xio* towards *Calaberno*, and the East-point of *Meteline*, bear S. W. and N. E. nine or ten Leagues distant; and the West-point of *Xio* lies distant from the foresaid East-point of *Meteline*, W. S. W. and E. N. E. twelve or thirteen Leagues, but the Island *Ipsera* more Easterly and Westerly.

Fogie Nova.



When you are between the Island *Meteline*, and the Point of *Fogie Vechia*, which is the Eastward of the Gulf of *Smirna*, appearing in this manner, being seven Leagues from you: Joyn this to the Cut aforegoing.



Coming within the Gulf of *Smirna*, the Mountains of *Smirna* appear as in this and the following Figure, the Crosses must be joyned together. Coming within the Gulf, you see these Islands lying against the main Land.

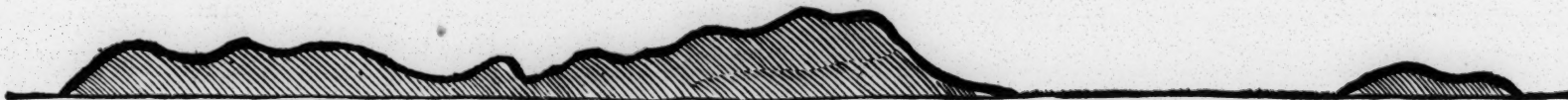


This here above is the Southermost high Mountain, with three Hills at the North-end, towards which you must sail, to shun the great Bank, coming within the Gulf, and would sail towards *Smirna*, as afore said.

How the Islands Xio, Ipsera, Samo, and Nicaria, appear a Sea.



Sailing from *Micono* towards *Xio*, you see the Islands *Nicaria*, and *Samo*, lying on your Starboard side; *Nicaria* is a long even Island, but in the midst thereof there is a Valley; when that bears S. S. E. from you five or six Leagues off, the Island sheweth thus.



Samo appeareth short and high, especially at the West-point; when that bears S. E. by E from you, then it appeareth thus; and such little Islands you may see to the Westward, lying towards *Nicaria*.

Valley.

The high Land of *Calaberna* at the Point of *Xio*.

Rock
Venetico



Thus appeareth the Island *Xio*. when the North-end bears N. by E. about four Leagues off, and the South-end N. E. by E. and E. N. E. three or four Leagues off. *Xio* may be known by these Marks, when you first get sight of it, It lies short, and high double Land, with high Hills, and sharp Hills, as may be seen above; the South-end of the Point is very uneven, and a little from it to the Southward, lies the Island *Venetico*: You may also see the main Land (to wit) the high Mountain of *Calaberna* lying at the South-end of *Xio*; the Point of *Xio* is double and high Land, and coming from *Andrea*, either from the North, or Northward, being four or five Leagues at Sea, sailing along to the Northward of it, then *Xio* shews very long; and coming to the Northward, to the end of the double Land, then *Xio* is much higher to the Northward than at the South-end, for then the high Mountains all lie to the Northward. And a good way within the Land from the Point, lies a Valley, and just at that Valley riseth the high Mountain with two Hills, as may be seen.



Thus appeareth *Xio* when you are to the Northward of it, between *Meteline* and *Xio*, when the South-point bears S. by E. and S. S. E. and the West-point S. by W. eight or nine Leagues from you; the West-point of the South-side of *Meteline* is then N. N. W. three Leagues off, *Ipsera* bears then S. W. and the Point of *Calaberna* S. E. by E. *Xio* may also be known by this, when you are to the South, or Westward; It hath many Light-Houses, and the North-end high Land, full of Trees and Bushes, very like to *Schapello*.



Thus appeareth *Ipsera*, when it bears N. by W. seven or eight Leagues from you.

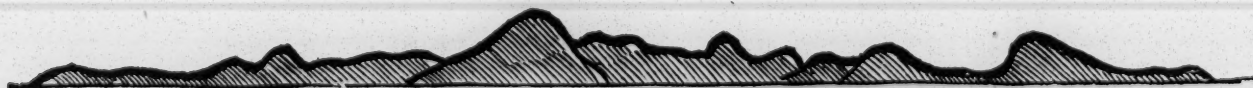
Thus appeareth *Ipsera*, when it bears S. W. seven or eight Leagues from you.



Thus appeareth the West-end of *Rhodes*, when it bears N. W. by N. nine or ten Leagues from you.

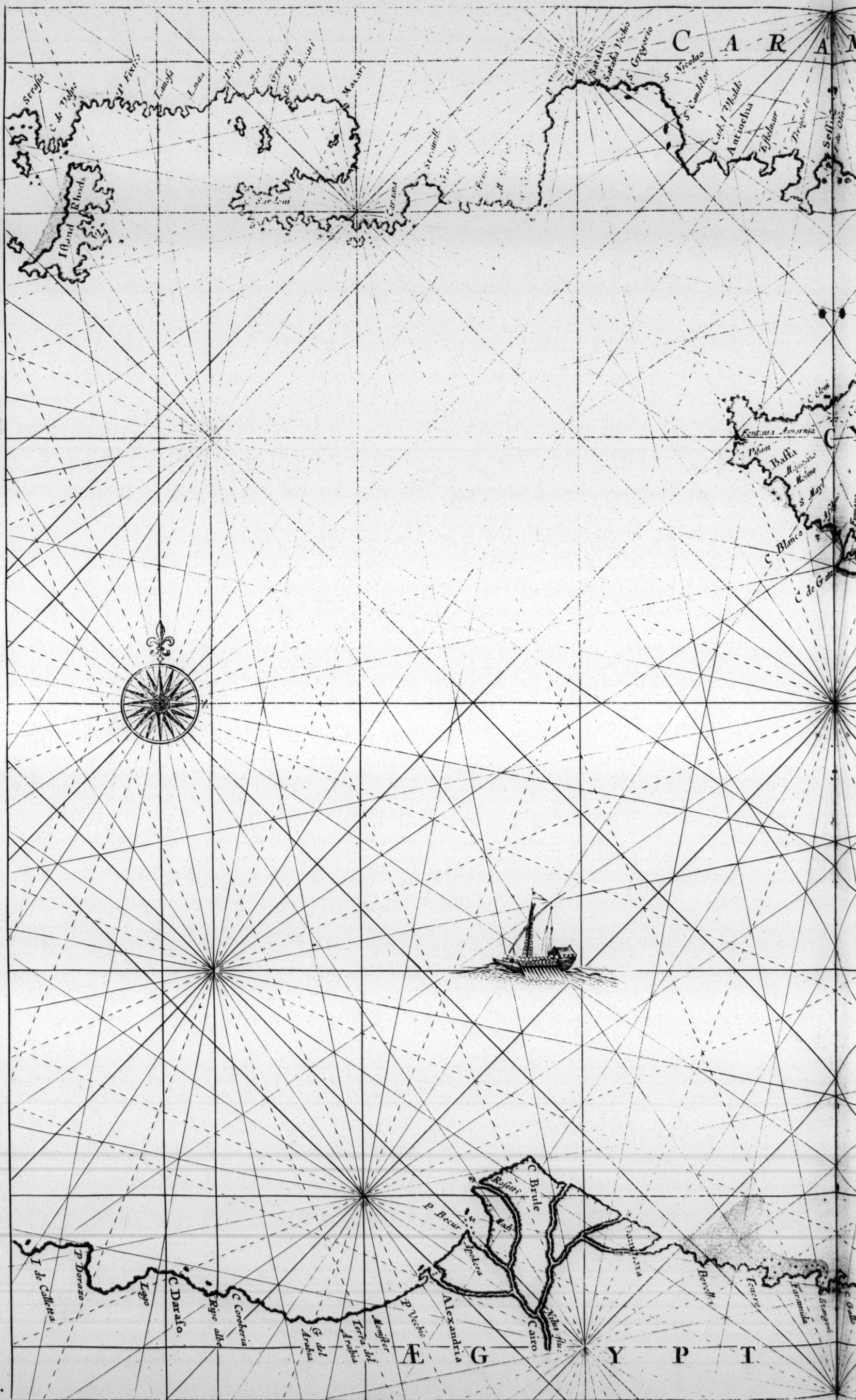


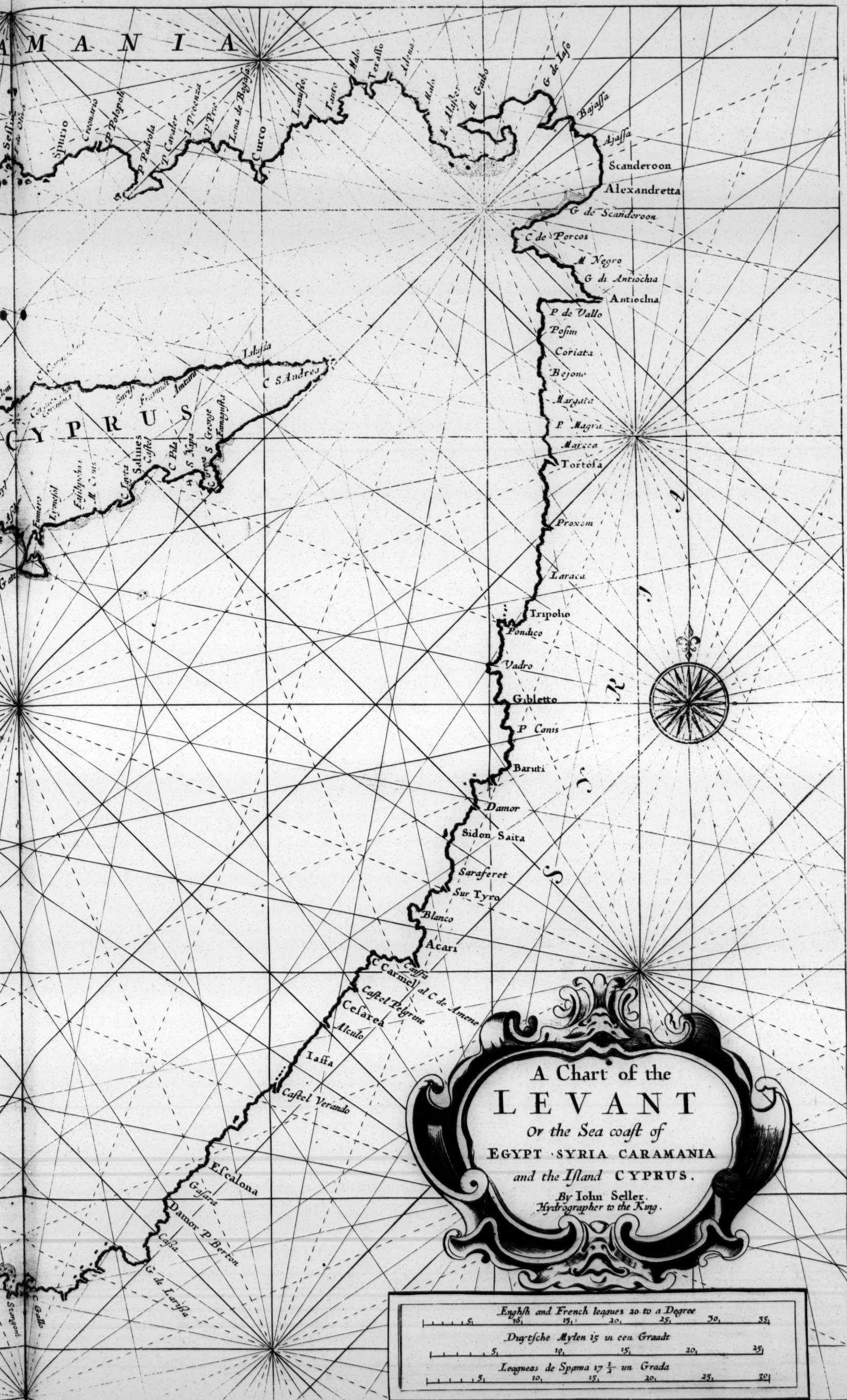
This belongeth to the foregoing Figure, the letters A A must be joyned together, being the East-end of *Rhodes*, bearing N. N. W. nine or ten Leagues from you.

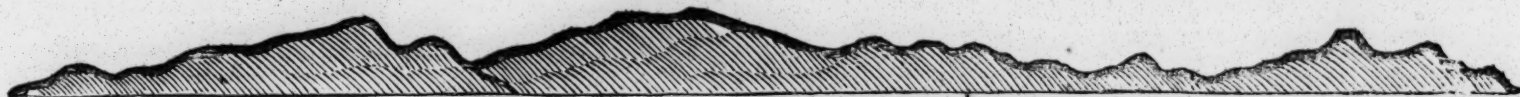
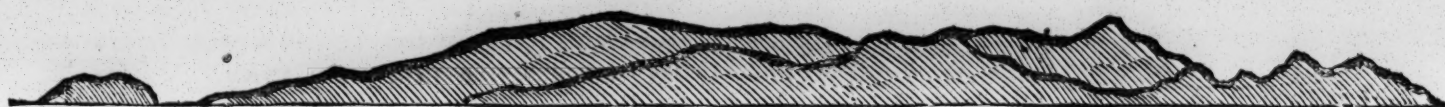


Thus appeareth *Scarpanto*, being eight Leagues to the Northward of it.

Thus





Thus appeareth *Scarpanto*, bearing N. N. E. seven Leagues from you.Thus appeareth *Scarpanto*, bearing N. by E. from you.

C H A P. XII.

Being a Description of the Island Cyprus, the Levant, with the Coast of Egypt, between Damietta and Alexandria.

THe Eastermost Point of *Gandia* (called Cape *Solomon*) and Cape *Baffa* (the West-point of *Cyprus*) lie distant E. by S. eleven Leagues.

You must not fail to the Eastward of that, lest you fall to the Northward of *Cyprus*; for it is hard getting to the Southward again, by reason of the Southerly and Westerly Winds, which most times blow there, and the Current setting to the Northward.

Cape *Baffa* is a flat Point, the Land from thence reacheth Northward, four or five Leagues, to the Northermost Point of *Cyprus*, about sixteen Leagues. N. W. from the foresaid Northermost Point of *Cyprus*, lies a Rock under Water, which you must take good heed of.

Cape *de Gata* is the Southermost Point of *Cyprus*, and lies distant from Cape *Baffa*, S. E. by E. nineteen or twenty Leagues; about midway between these two lies Cape *Blanco*, which is a high Point easily to be known; and to the Westward of the Cape, lie some Rocks. And about five Leagues to the Eastward of Cape *Baffa*, lies the Town *Baffa*, before which lies a great Ledge of Rocks, about a League from *Cyprus*; you may sail in there, either to the Eastward, or Westward, but the East passage is the best and widest.

To sail into the Road of *Baffa*, you must sail in by the main Land, to shun the foresaid Rocks, till you come to the City, or right before the Castle, where you may Ride in eight, seven, or six fathom Water: You lie there well sheltered, but S. E. and N. W. Winds, blow right through, but do not any great harm.

In the Mornings and Evenings, the Wind here bloweth off the Land, and about a S. E. Sun, it grows calm; and again towards Sun-set, you have the Wind fresh from the Sea, and then calm again, before it comes off the Land, this seldom or never fails. Therefore those that sail with *Cyprus*, though in a Storm, may sail towards it in the Evening; for as is said, it grows calm, and then again the Wind comes off shore.

Cape *de Gata* is a high Point, which reacheth off to Sea, coming from the West, and at first sight of it, it seems to be an Island, lying from the main Land of *Cyprus*, as if you might sail to the Northward of it, but it is fast to the main Land, with a small Bank reaching to *Cyprus*.

To the Eastward of Cape *de Gata*, four or five Leagues to the Northward of it, lies the City *Lymesol*, in a Creek.

Coming from the Westward, and past Cape *de*

Gata, then sail Northward, and you will get the City *Lymesol* in sight; it is easily known, by a great white Castle that stands on the shore: You Anchor there before the City in twelve, ten, eight, or six fathom Water, and all good Ground.

Cape *de Gata*, when you lie there, bears then South, and S. by E. from you: In Winter time commonly you Ride in eight or nine fathom, but in Summer at six. You lie there sheltered almost in all Winds, because the City lies in a Creek, but a S. W. Wind blows right in, that is there the worst Wind.

From *Lymesol* to the Point to Southward of *Salines*, the Coast of *Cyprus* reacheth E. by N. and E. N. E. eleven or twelve Leagues; but from Cape *de Gata*, to the foresaid Point, to the Southward of *Salines*, the Course is N. E. about thirteen Leagues: That is a flat low Point, and a Light-House thereon, though not made use of, except in time of need; next this Point lies a great shoal, but it is all clean and fair Ground; you may sail as near this Point as you will, Sounding from five to three fathom Water. And by reason that the Land is low, you think you are farther from it than you are, which may deceive you.

About three Leagues to the Northward of this Point, is the Road of *Salines*: Sailing from Cape *de Gata* towards *Salines*, you will see afar off from the Land, a steep and high Mountain, that is easily known, because it reacheth above all other Mountains, and is called *Monte Cruis*; you see it sailing alongst the Coast, because it lieth far up in the Country, bearing W. by N. from the Road of *Salines*. Therefore when you come to the Westward of the Cape *de Gata*, and to the Eastward of Cape *Grega*, and see this Mountain bear W. by N. from you, you may sail right to it, and you shall come to the Road of *Salines*; it's no City, but there stands some Pack-Houses, and a Church. *Larvicho* is the City, from whence the Merchandize come that are there loaden; it lies East, half a League in the Country.

If you desire to ride in the Road of *Salines*, then keep the Church, called *Lazerus-Church*, right with the Pack-Houses that stand on the Keys, and then come to an Anchor at ten, eight, or five fathom, as you think good; there is the best of the Road.

The foresaid low Point bears then about S. S. W. from you: Moar your Ship that one Anchor may lie S. W. the other N. E. for a S. E. Wind, which is there the worst.

All this South Coast of *Cyprus* is a good Coast, and without any Shoals, all over good Anchor-ground at ten fathom; but about the midst, between *Lymesol* and

Sunken
Rock.Cape
Blanco.Baffa
Road.Cape
Gata.The Point
to the
South-
ward of
Salines.

Salines.

the low Point to the Southward of *Salines*, lie some Rocks close to the shore.

Twelve or thirteen Leagues at Sea, South from *Salines*, lies a Shoal, over which a Ship cannot sail, called by some the *Black Ground*, and by other some the *Falſe Ground*; there the Current runneth very forcibly, that in calm Weather it's a dangerous place.

From *Salines* to Cape *Grega*, the Courſe is Eaſt, and E. by S. about ſeven Leagues. Between theſe a League Eaſtward of *Salines*, lies another Point, called Cape *Pila*, on which ſtandeth a Light-Houſe; Cape *Grega* is a long Point, reaching out with a high even Hill, and the end thereof like a Sconce, whereby it is eaſie to be known.

About four Leagues Northward of Cape *Grega*, and one League from the Bay that lies to the Northward of the Cape *Grega*, lies *Framiguſta*, the moſt renowned Sea-Town of *Cyprus*: It appeareth with two great Caſtles, and many Spire-Steepleſ, which ſeems afar off, like a Fleet of Ships.

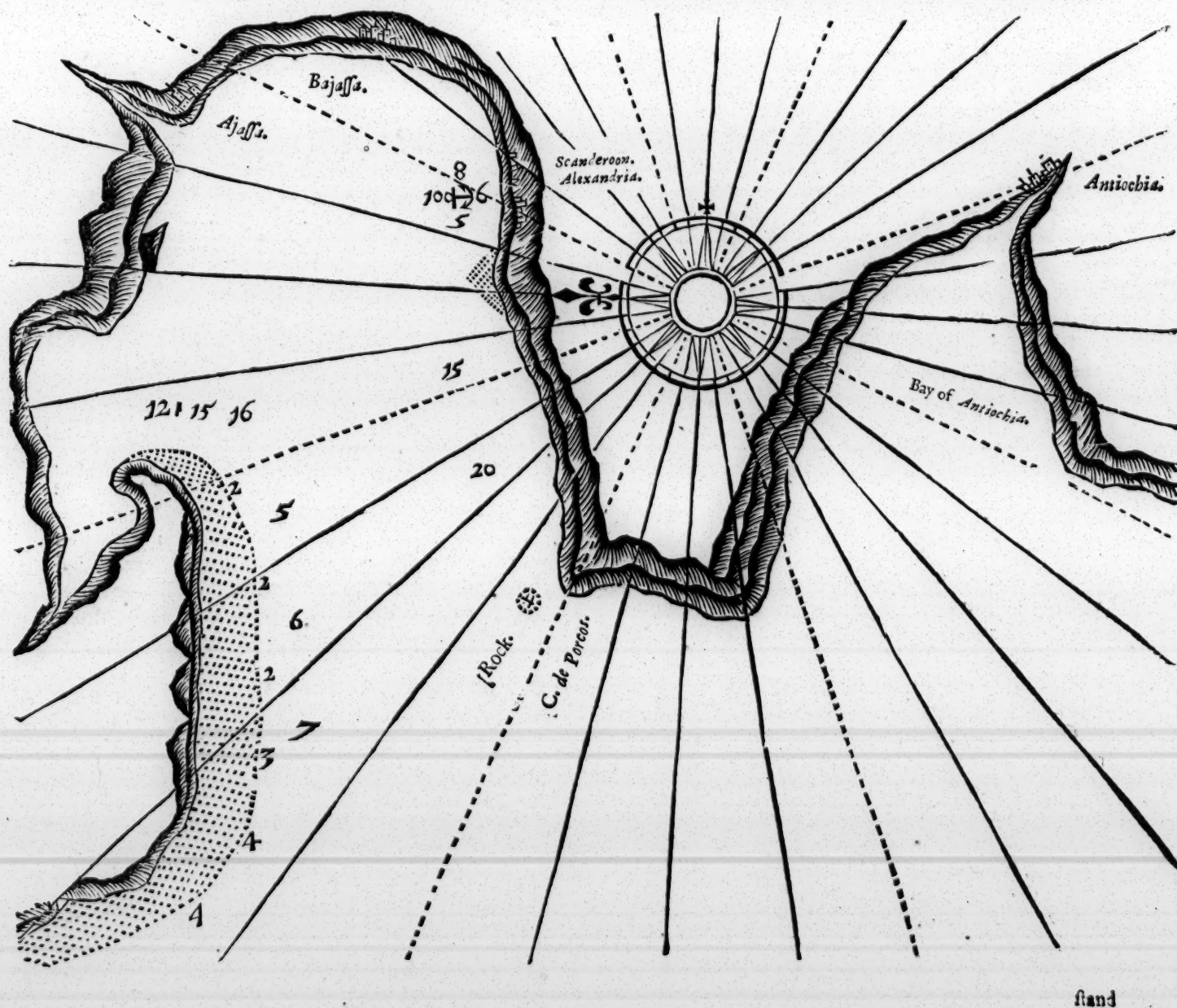
This Cape *St. Andrea*, is the Eaſtermoſt Point of *Cyprus*, it lies diſtant from Cape *Grega* N. E. by N. about ſixteen Leagues; Off Cape *St. Andrea* lie two or three Iſlands, but all clear and fair.

ſomewhat lower, and being to the Southward of you, appeareth in ſhape like a Swines Snout, and therefore called by the *Italians*, Cape *de Porcos*; a League to the Northward of the Cape, lies a ſunken Rock. To the Northward of Cape *Porcos*, you fail into the Bay of *Scanderoon*: But four Leagues to the Southward of this Cape, is a great Bay (called the Bay of *Antiochia*) almoſt like to that of *Scanderoon*, and ſometimes is taken for it; it hath alſo ſome Mountains on the South ſide. But how to know theſe two Bays from one another, you muſt know that the Northſide of the Bay of *Scanderoon* appeareth in another manner, than the Northſide of the Bay of *Antiochia*. When you come from Cape *Porcos*, and get ſight of the Northſide of the Bay of *Scanderoon*, you firſt ſee three or four great Hills, but not ſo high as at the South ſide; thoſe appear like three Iſlands, and are ſeen before the firſt Iſland, which is low and white ſandy Land, with a white ſhore, you cannot ſee it before you are near to it. Near to the ſhore lies a great Shoal to Seaward, that at two or three fathom Water, you are a League from the ſhore; therefore you muſt be ſure and make uſe of your Lead, or elſe you may be aground before you are aware of it.

Theſe Lands in the Winter, are oftentimes covered with Clouds, that they are not eaſily known. Coming from the Southward paſt Cape *Porcos* (to wit) the South-point of the Bay, the Courſe is along the South ſhore from thence to *Scanderoon* E. N. E. and E. by N. ſeven or eight Leagues; this South Coaſt is all fair, except a League to the Weſtward of *Scanderoon*, there is a Bank which you muſt ſhun, yet you may ſound, and run round about it. *Scanderoon* may be known by two Caſtles, both which

A Description of the Coast of Syria.

From Cape *Grega* in *Cyprus*, towards *Alexandretta*, towards *Scanderoon*, the Courſe is N. E. 32 or 33 Leagues, which Courſe will bring you with the South-point of the Bay of *Alexandretta*: This South-point appeareth in 3 or 4 high Mountains making a deep Bay. This Cape is high and ſteep; there is another Point



The Road
of Alex-
andria and
Scande-
roon.

stand within the Land, the one is a new White one, and the other which is the Northernmost is old and decayed, and near it you must Anchor at twelve, nine, seven, or five fathom Water, as near, or as far off as you please; there is fair sandy Ground; the North, and the N. E. Winds, are there the worst; sometimes with Easterly Winds it's bad Riding there, the Winds come whirling down from the high Mountains, that make the Ships sometimes to drive from their Anchors. To the Northward of *Scanderoon* lies a Town, called *Bajassa*, on the North-side of the Bay lieth another Town, called *Ajassa*. Those that coming from the Westward, and would sail to *Scanderoon*, must sail by *Rhodes*, alongst the Coast of *Caramania*.

Likewise those that desire to sail from *Cyprus* to the Westward, and have not a fair Wind, for such, it's not amiss to sail for the Coast of *Caramania*, the better to further their Voyage; for the Current in these parts runs to the Eastward, between *Candia* and *Alexandretta*, and then along the Coast of *Syria*, it runs Northerly, between *Cyprus* and the Land of *Scanderoon*, and from thence Westward; but you must be careful to shun the two Rocks aforesaid, to wit, the one that lies about sixteen Leagues from the N. W. Point of *Cyprus*, the other that lies S. E. and by S. about sixteen Leagues from *Castle Rossa*. Coming near to *Rhodes*, you may sail either to the Northward, or Southward of *Candia*, according as the Wind will serve you. You must observe, that if the Wind be North, or N. W. or if it hath lately blown out of either of these Quarters, then there runs such a forcible stream between *Rhodes* and the

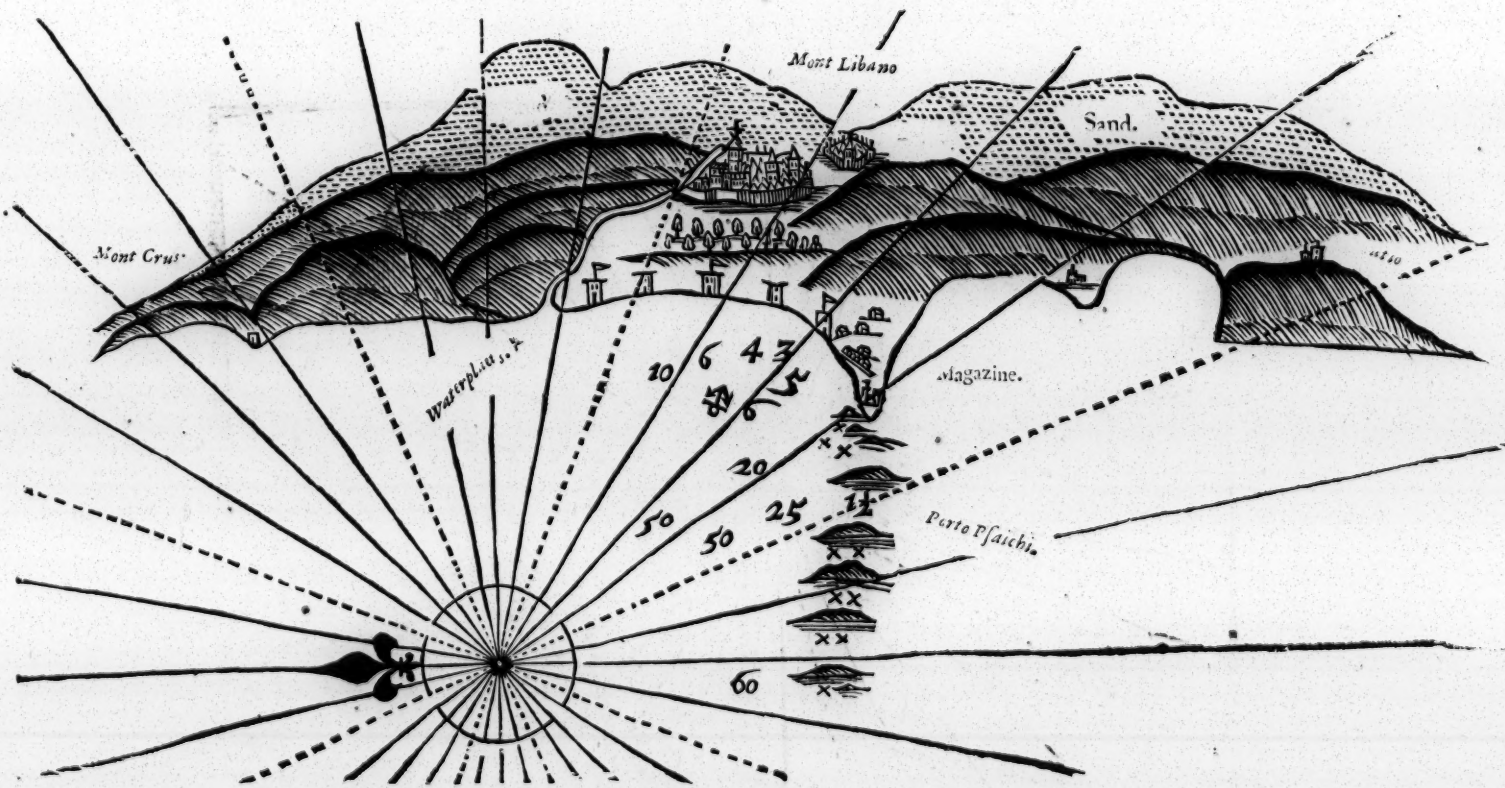
West end of *Candia*, that you might think to sail with your Course to the Northward of *Candia*, and yet by reason of the Current, be driven to the Southward; which must be observed, especially by Night, or in dark Weather.

A Description of *Tripoli* in Syria.

From Cape St. Grega in *Cyprus*, to *Tripoli*, the Course is S. E. about 27 Leagues, it lies distant from the Bay of *Alexandretta* N. by E. and N. N. E. 36 or 37 Leagues. If you desire to sail from *Salines*, or Cape *Grega* to *Tripoli*, you must not sail to the Eastward, or E. S. E. but rather more Southerly, that you may not fall to the Northward of *Tripoli*: For, as is said before, the Current along the Coast of *Syria*, runs very forcibly to the Southward. If you fall with the Land at any place to the Southward of *Tripoli*, it may be known by a very high Mountain, which for the most part lies covered with Snow, called *Monte Libano*, which may be seen 21 Leagues at Sea. At the North of the foot of this Mountain, lies another round Hill, or Mountain, called *Monte Crus*, and a League to the Southward of it, lies another Mountain, with a high steep Point; between this Point and the round Mountain, lies *Tripoli*; coming near to *Tripoli*, you shall see three or four great Rocks with a Ledge reaching from the South-shore towards the North: You may sail to the Northward of these, in ten and twelve fathom Water.

About a League Eastward from thence, is the Road

Thus appeareth *Tripoli*.



of *Tripoli*, in which you will have five or six fathom Water bad Ground; therefore you must be sure to serve your Cables well, if you intend they shall not cut.

The Road is right before the Pack-Houses, and there is a Wood between the shore (on which the Pack-Houses stand) and the City, so that when you lie in the Road, you cannot see the City for the Trees, but being near the foresaid Rocks, you may see it over the Wood.

A Description of *Baruti*.

From *Salines* to *Baruti*, the Course is S. E. about 37 Leagues, and *Tripoli* and *Baruti* lie distant S. S. W. and N. N. E. 14 or 15 Leagues; the Town *Baruti* lies on a Point reaching off from the high Land to Seaward. It's a low flat Point, and being four or five Leagues from it, it shews like an Island; the Town lieth on

the Noath-side of the Point: between the end of the Point and the Town, stands a Church, and on the West-point standeth a Light-House; you Anchor there to the Northward of the Town, near to a *Turks Church*. The foresaid steep Point to the Southward of *Monte Libano*, or *Tripoli*, is a good Mark to know the Land by, and it lieth thirteen Leagues to the Northward of *Baruti*; you may see it a great way at Sea.

A Description of *Sidon*, or *Saita*,

The Town of *Sidon* lies distant from *Baruti*, S. S. W. seven Leagues, and from *Salines* in *Cyprus*, S. E. by S. about forty Leagues. The Town of *Sidon* stands upon a Rock, about a Gun-shot from the Main: and from the Coast to Seaward, lies a great Rock or little Island not very high; for being two or three Leagues at Sea, you cannot discern any there to be, but it seemeth to be joyned to the main Land; you must sail to the Northward till you come behind the Rocks, and there come to an Anchor. But to sail for the Road to the Southward, it's dangerous for great Ships, for there lie many Rocks both above and under Water, and therefore fit sailing for none but Barques, and those ought also to be well acquainted; but to the Northward it is very clean and good, and five fathom deep, when you are but two Ships length from the Rock, where you will have good clean sandy Ground: You may Ride there with a Cable ashore on the Rock, and carry an Anchor astern towards the Main, which Cable must (as aforesaid) be well served, for the Ground at many places is not good; and the Island is so full of small Rocks lying close to

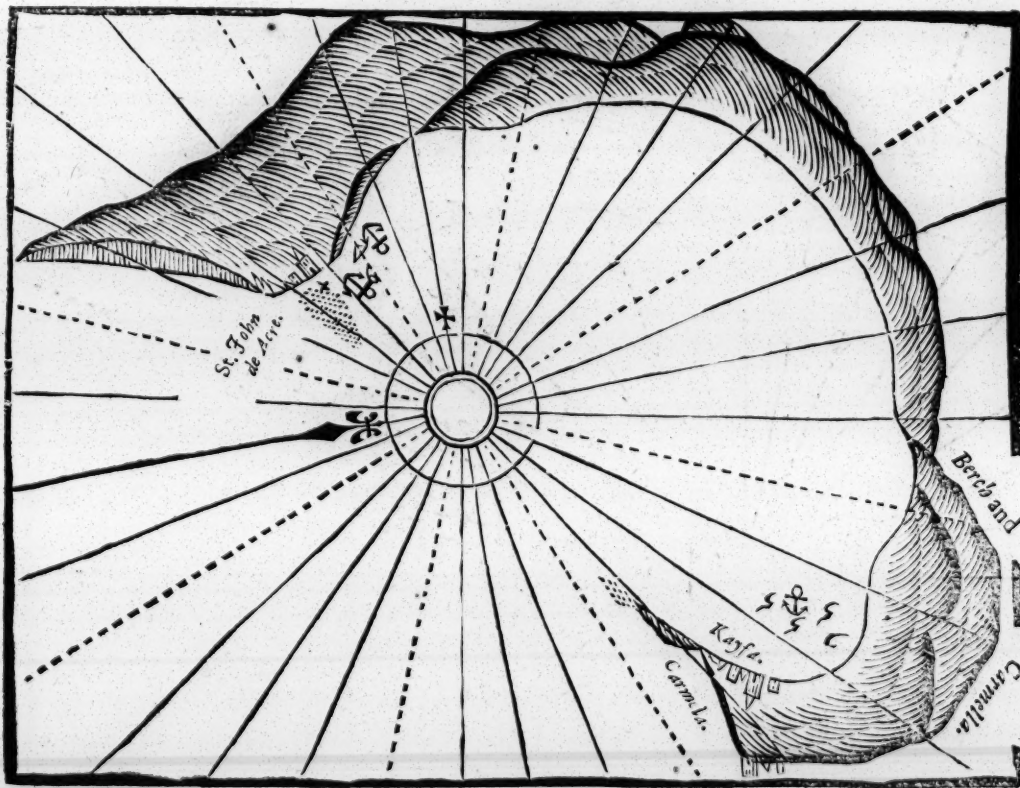
the shore, that no Vessel can come to the Town, nor any other place, but only in a small Creek by the Castle.

To the Northward of *Sidon*, the Land is high and double, but to the Southward not so high, and at the end of the double Land, at the South-end, lies the City *Sidon*; therefore when the South-end of the double Land bears E. S. E. from you, then the City lies E. S. E. and S. E. by E. which Marks observed, you will not fail coming right with it.

Between *Tripoli* and *Sidon* is a fair Coast, without any Islands or Rocks, it reacheth S. W. by S. and N. E. by N. about seven Leagues. To the Southward of *Sidon*, lies *Suxo*, aforetime called *Tyrus*, being a waste and uninhabited City, lying close by the Sea-side; on the North-point of the Town is a Haven, and to the Westward of it lie some Rocks, you must sail to the Northward of them, leaving them on your Starboard side, and so sail unto the Town; you lie sheltered almost in all Winds, except North, which blows right in. By this is a high even Point of Land, and many Towns, or Steeples: They that could sail from thence towards *Sidon*, will see two other Points. Upon the first, or Southermost, stands a Light-House, and on the Top thereof many Trees; and from the same, you may see the Town of *Sidon* afar off, like to an Island, with a broad Castle at the Water-side.

Four Leagues S. W. from *Suxo*, lies *Cape Blanco*, which is a high Rocky Point, upon it standeth a white Church, and to the Northward of the foresaid Point by the Water-side, standeth a Tower; these are very good Marks, whereby you may know *Cape Blanco*. From this Point reacheth a Shoal, about a League to Seaward, which must be shunned.

The Bay of *St. John de Acre*.



Five Leagues S. W. from *Cape Blanco*, lies the Point of *Carmel*, called *Cape St. Margriet de Amene*, by the *English* *Cape de Melle*: It is a long point of Land, and on it standeth a flat Tower. From this Point reacheth a Bank Northward to Sea, and North-Westward behind this said Bank, is a good Road in Westerly or Southerly Winds, and the nearer you lie to the shore, the better the Road.

Between *Cape Blanco*, and the Point of *Carmel*, is a great Bay, and about the midst thereof lies *St. John de Acre*, it's a waste and uninhabited Town; you Anchor there to the Eastward of the Town, in six or seven fathom Water, bad Ground: here likewise you must serve your Cables well; and here duly you have every day the Sea break.

Between

Between *Acre* and the outermost part of Point *Carmel*, lies another small Town, or Village, called *Scaffallo*, commonly called *Caiffa*, near which is a very good Road for those that are bound to the Southward.

Four Leagues to the Southward of Point *Carmel*, lies the Castle *Pelgrine*, having two or three Spire Towers thereon, and two or three great Houses thereabouts; and the Road is at six or seven fathom Water, Rocky and foul Ground.

Two Leagues to the Southward of it, lies the City *Cesarea*: On the East-shore there is neither Haven nor Road, it's a waste City, and quite demolished. Seven Leagues to the Southward of *Cesarea*, lies *Jaffa*, and within the Town of *Jaffa* lies a black Hill, upon which standeth two white flat Towers, which is easily known. From the South-side of *Jaffa*, lies a Ledge of Rocks, before the City to the Northward: To the Northward of it, you may come to the City with Boats, but not with a Ship, for at most there is not above five foot Water. The Ships must Ride before the said Ledge, in ten, and twelve fathom Water, that the two Towers aforesaid, bear S. E. by S. from you; there is the best Road and good Ground; and if you bring the Towers to bear more Easterly, you will find worse Ground.

The Coast to the Southward of *Jaffa*, is very foul, that if any should drive from their Anchors, there is no shelter for them; but to the Northward of *Jaffa*, about half a League, it's fair sandy Ground, and from thence to the Northward, the shore is foul and steep, and very deep, that a Musquet-shot from the shore, all over, you have 35 and 36 fathom Water unto Point *Carmel*, and the Ground is soft, that it will not stick to the Lead.

About three or four Leagues to the Northward of *Jaffa*, stands a four-square Tower on an outer Point, almost like the Towers of *Jaffa*; they are called by the Turks *Alebanalam*. About the midst between these Towers and *Jaffa*, standeth a tall Tree which shews like a Flag at Top-mast-head, and is often taken for a Flag upon a Steeple; to the Southward of it, you may see two high black Mountains, and from thence towards *Jaffa*, the Land is all whitish: to the Southward are all white Sand-Hills, and to the Northward of *Jaffa* it's all reddish Land; and the more to the Southward, the lower the Land. These are good Marks to know the Coast of *Jaffa*, and the Land to the Northward of the same.

From *Jaffa* Southward, the Coast reacheth S. W. and N. E. and about 13 Leagues to the Southward of *Jaffa*, lies the Town *Escalona*.

Along these Coasts run oftentimes forcible streams, from the South to the Northward; therefore those that would sail this way, must be well furnished with Anchors and Cables.

Those that would sail from *Candia* to *Jaffa*, or to any other place on the Coast of *Syria*, and not in sight of *Cyprus*, it's necessary they should be to the Southward thereof seven or eight Leagues, in regard of the foresaid Current, that for the most part runs to the Northward.

Of the Sea-Coasts of Egypt.

The City *Damiata* lies distant from *Jaffa*, W. S. W. 53 Leagues; and six or seven Leagues to the Eastward of *Damiata*, reacheth a great shoal from the Land, some Leagues to Seaward, where there is not above three, two, and at some places one fathom Water.

Damiata hath two high Towers, whereby it may be known, and lieth open to the Sea, at the Point of

an Arm of the famous River *Nile*, which causeth high Water there. Before *Damiata* is good Ground a great way off, by reason of the Mud that is brought down by the Waters of *Nile* into the Sea; but both to the East and Westward of *Damiata*, the Ground is hard.

From *Damiata* to Cape *Brule*, the Coast reacheth W. N. W. Northerly, nine or ten Leagues; this Coast is very low Land, with abundance of Trees, and good sandy Ground.

When you first get sight of this Coast, the Trees that stand here and there in heaps, seem to be Islands, for you see them a good while before you see the Land, because it is so low: About half way between *Damiata* and Cape *Brule*, yet nearest the last, lie two Mountains, and right West of *Damiata* lie two Hills, which seem to be two red stony Cliffs; these are good Marks whereby you may know the Coast.

Along these Coasts a great way at Sea, it's even Ground, and shallow Water; and you may within six or seven fathom off the shore without danger, Anchor where you will.

From Cape *Brule* to *Rosetti*, the Coast reacheth W. S. W. six or seven Leagues. Cape *Brule* is high Land, and to the Westward of it towards *Rosetti*, the Land is very low, almost even with the Water, and you are in ten fathom Water before you can see the low Land, and then you are about three Leagues from the shore, you may see the Vessels that Ride in the Road, before you can see the Land.

Rosetti lies open to the Sea, upon an outer Point of Land, it's a fair and well built City: It hath four or five Towers, and a Castle lying on that side next the River *Nile*, which runneth with a great Arm by it, and bringeth down black Water into the Sea; by all which Marks, *Rosetti* is easily to be known. You there lade Indico, and many dry things, as Buff-Hides, Rice, and other Commodities: Before *Rosetti* is a good Road, but in Westerly Winds it's worst lying there. And South of *Rosetti* is a great Bay, called *Mady*, or *Mady Bay*, where there runneth also a great stream from another Arm of the River *Nile*, into this Bay.

Before this Bay lies an Island, behind which is good Riding, and good Ground; and if you are forced to remove from *Rosetti*, then you may run into the Bay of *Mady*, behind the foresaid Island, and come to an Anchor in six or seven fathom Water.

Four Leagues to the Southward of *Rosetti*, lies Cape *Becur*, between these two lies the foresaid Island before the Bay of *Mady*.

Between Cape *Becur* and that Island, you cannot sail with great Ships, except you are very well acquainted, for the Ground is very foul, some Rocks lie above, and some under Water; the Turks sometimes with small Ships sail through, but to the Northward of the Island is a broad and good passage.

Upon Cape *Becur*, standeth a Castle, called *Apokera*, which when you first get sight of, it's like a Sail.

From *Apokera*, or Cape *Becur*, to *Alexandria*, the Coast reacheth S. W. by S. about four Leagues; this Land is high and full of Trees.

From *Gozo* at the West-end of *Candia*, to *Alexandria* in Egypt, the Course is S. E. by E. somewhat Southerly, 134 Leagues. But from Cape *de Gata* (in *Cyprus*) towards *Alexandria*, it is S. W. by S. a little Westerly, 80 Leagues.

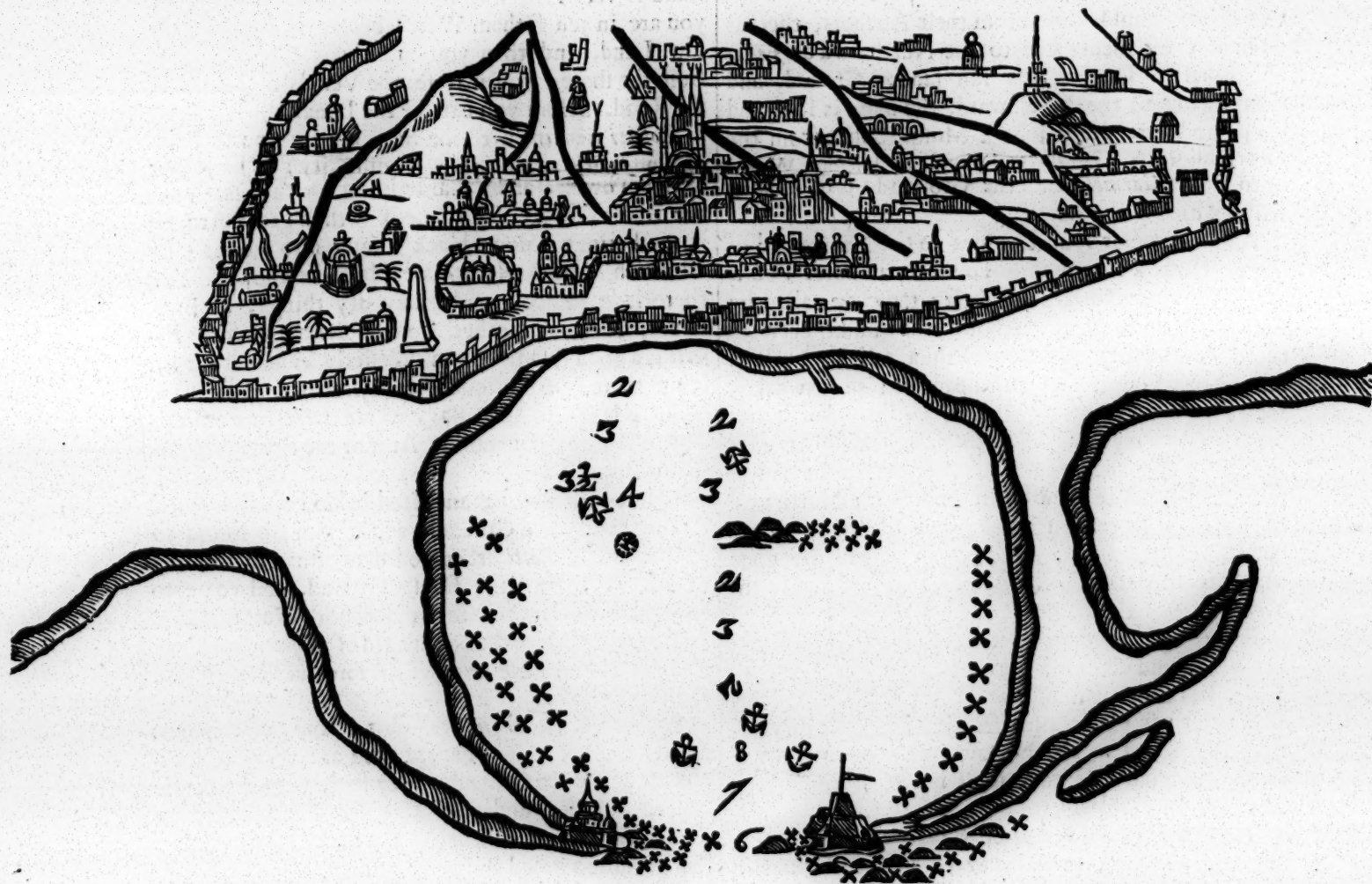
With this Course you will come to a Point of Land in Egypt, which lies about 16 Leagues to the Westward of *Alexandria*; this Point is a little higher than the other Land, and appeareth in two long Hills, but

not high; coming about seven Leagues further East, you will find twenty, fifteen, twelve, ten, or seven fathom Water, but then you are close to the shore. Here are few Marks whereby to know this Land, because it's all low Land uninhabited, that in 25 Leagues running, you see neither Tower, nor Houses, except this Point. And four Leagues to the Westward of *Alexandria*, lie two black Hills upon the Land, by which standeth the Tower of *Arabia*. Four Leagues Eastward of this Tower, lies *Alexandria*. But because the stream, as aforesaid, must be observed, which runneth very hard, especially as the Wind blows, and the Current setting to the Eastward, that sometimes you must sail S. W. by W. and if with a N. W. Wind you are by a Wind, sail W. S. W. lest you fall below *Alexandria*.

To know *Alexandria*, when you come from the Westward: It shews it self first in two high Mountains, the Westernmost is the greatest, and is in fashion like a Country-House; the Westernmost is smallest, and appeareth at first like to a Stack of Hay, then

you see standing upon the highest a Light-House; but if you fall not right with the City, you shall know by these Marks, whether you be to the Eastward, or to the Westward of it. The Land to the Westward of *Alexandria*, is an even Land, without any Trees at all, and reacheth W. S. W. and W. by S. The Land to the Eastward is all low sandy Ground, and full of Trees, and reacheth from *Alexandria* to *Apo-kera*, or Cape *Becur*, N. W. by N. four Leagues. You may easily discern it by the Ground, for near to *Alexandria*, and the Coast to the Westward of it, it is very deep close to the Land, but to the Eastward of *Alexandria*, you will have good Anchor-ground, and an even shore all along the Coast, till you come past *Damiata*; the further East the smoother Water, and when you are out of sight of the Land, it is not above fourteen or fifteen fathom deep, and at some places not so much; and you may sail as close to the shore as you will, at six or seven fathom Water: it's even low Land, full of Trees.

A Description of the Haven of *Alexandria*.



The Haven of *Alexandria* is a great large Bay, not very wide at the Entrance; on the Points of the Haven stand two Castles, one on the East-side, the other on the West, which is the biggest of the two, and coming near that, you must fire a Gun.

Due East from the West Castle, lies a round black Rock above Water, and between this Rock and the foresaid Castle, it's foul Ground, that you cannot sail between them; but East of the foresaid black Rock, and close by it, you may sail in; because from the Easternmost Castle reacheth a Ledge of Rocks lying under Water towards the said Rock: That between them it's

not very wide, but the deepest is six fathom; without it's ten, twelve, and eight fathom, but within from eight, it shoals to four and three fathom.

Before the City lies a ledge of Rocks, the East-end above, and the West-end under Water; and to the Southward of it is good Riding. There lies also within the Haven a Rock, about four foot under Water, behind which is the best Road in three fathom and a half. But all over in this Haven, the Ground is sharp, that you must serve your Cables well, if you intend they shall not cut, you must sail to the Eastward of this blind Rock, by these Rocks, which are four

four Gaps like Doors, in the Wall of the City; then keep the greatest Tower in the City against the fore-said Gaps of the Wall of the City, and you need not fear the blind Rock.

Within the Haven on the East-side, it's foul Ground; on the inside of the Westernmost Castle, the Turks commonly lie, but the biggest Ships for the most part lie just within the Haven, where the Ground is very foul.

Coming before this Haven, in good Weather, the Pilots will come aboard of you, and bring you into the Haven to the Road. West of the City is another Haven, but not convenient for great Ships, but serves only for Turkish Gallies.

The several Courses from one Place to another, on the Coast of Cyprus.

From Cape Baffa, to Cape de Gata, S. E. by E. 19 or 20 leagues
From Cape de Gata, to Limisoh, North, 4 or 5 leagues
From Limisoh, to the Point Southward of Salines, E. by N. and E. N. E. 11 or 12 leagues
From Cape de Gata, to the low Point to the Southward of Salines, N. E. 13 leagues
From the said low Point called Cape Chitty, unto Salines, North, and N. by E. 3 leagues
From Salines to Cape Grega, East, and E. by S. 7 leag.

Thwart Courses.

From Cape Grega in Cyprus, to Cape Porcos, N. E. 32 or 33 leagues
From Cape Grega to Tripoli in Syria, E. S. E. 26 leag.

From Salines to Baruti, S. E. 37 leagues
From Salines to Sidon, S. E. by S. 40 leagues
From Cape Grega to Jaffa, S. by E. 53 leagues
From Cape de Gata to Alexandria, S. W. and S. W. by S. 80 leagues

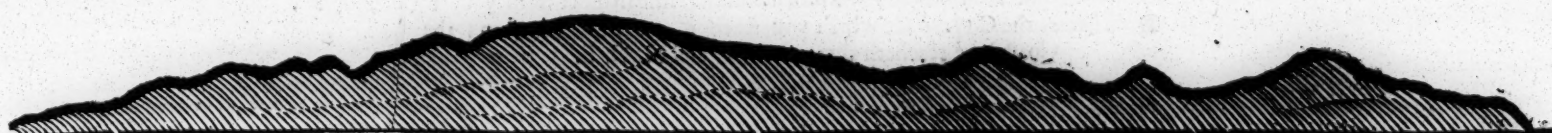
The Courses and Distances on the Coasts of Syria.

From Cape Porcos to Tripoli, South, 36 leagues
From Tripoli unto Baruti, S. S. W. 14 or 15 leagues
From Baruti to Sidon, S. S. W. 7 leagues
From Sidon to Tyro, S. S. W. 7 leagues
From Tyro to Cape Blanco, S. W. 4 leagues
From Cape Blanco, to Cape Carmel, S. W. 5 leagues
From Point Carmel, to the Castle Pelgrine, S. W. by S. 4 leagues
From the Castle Pelgrine to Cesaria, 2 leagues
From Cesaria to Jaffa, or Joppa, S. W. or S. W. by S. 7 leagues
From Jaffa, or Joppa, to Escallona, S. W. 13 leagues

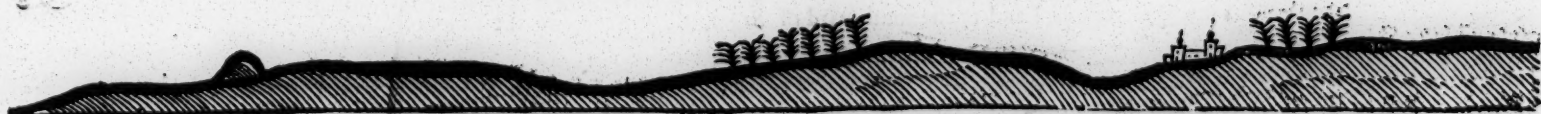
The Courses and Distances on the Coast of Egypt.

From Damietta, unto Cape Brule, W. N. W. somewhat Northerly, 9 or 10 leagues
From Cape Brule to Rosetti, W. S. W. 6 or 7 leagues
From Rosetti to Apokera, or Cape Becur, S. 4 leagues
From Apokera to Alexandria, S. W. by S. 4 leagues
From Alexandria to Goso, at the West-end of Candia, N. W. by W. somewhat Northerly, about 132 leag.
From Alexandria to Malta, W. by N. and W. N. W. 265 large leagues

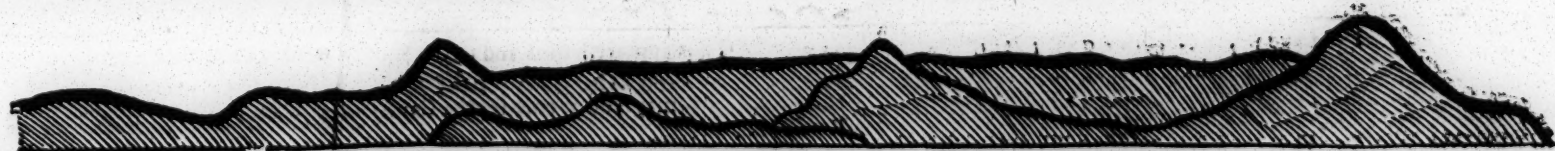
How the Coasts of Cyprus appear at Sea.



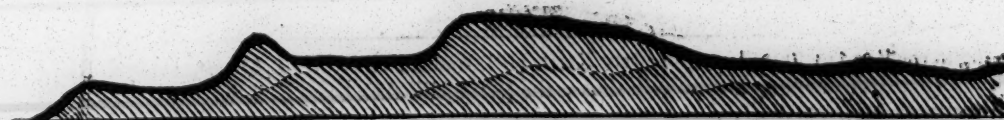
Thus appeareth the West-end of Cyprus, called Cape Baffa, bearing S. E. by S. and S. S. E. four or five Leagues; it lies for the most part South and North.



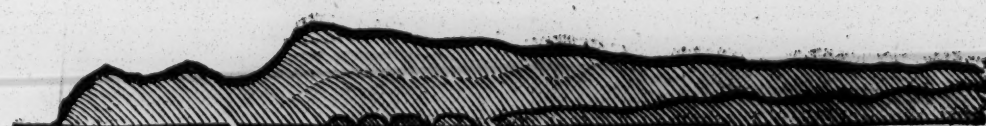
When the West-end of Cyprus bears N. W. and N. W. by N. from you, it appeareth thus.



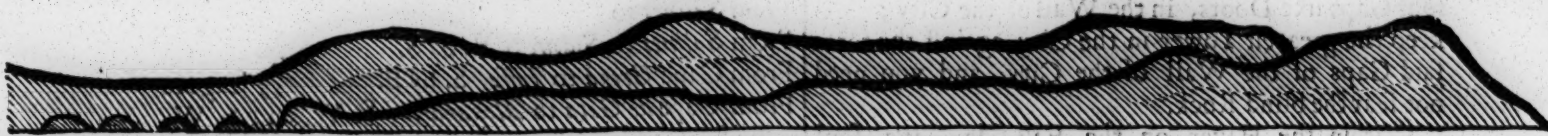
Thus appeares Cape Blanco in Cyprus, when it bears E. by S. about three Leagues from you.



When Cape Blanco bears N. W. by N. four Leagues from you, it sheweth thus:



Cape Blanco appeareth thus, when it bears W. N. W. from you.



Thus appeareth *Cape de Gata* in *Cyprus*, when it bears N. E. by E. from you.



When *Cape de Gata* bears W. by N. from you, it appears thus.



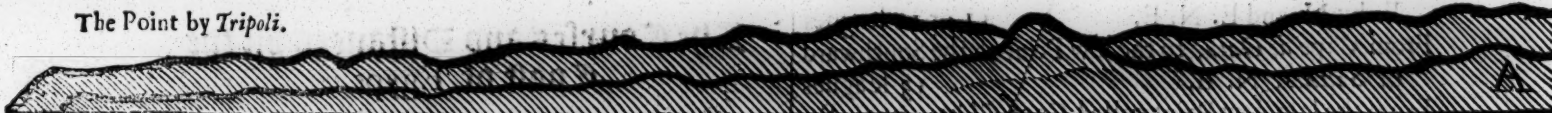
Cape Grega appeareth thus, when it bears N. E. and N. E. by N. from you.



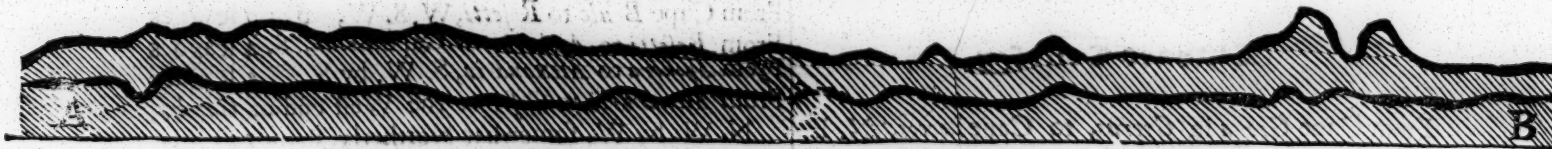
Cape Grega appeareth thus, when it bears N. E. from you.

These four following Figures must be joynd together by their Marks, and sheweth the Coast South from *Tripoli*, past *Cape Barni* and *Sidon*, till you come near to *Tyro*.

The Point by *Tripoli*.



Thus appeareth the Point of *Barni*, when it bears N. E. seven Leagues from you, then you may see a steep Point to the Southward of *Tripoli*, and more Northerly from you.



The Land between *Barni* and *Sidon*, E. N. E. four or five Leagues from you, sheweth thus.



The Land to the Northward of *Sidon*, sheweth thus, when the end of the double Land bears S. E. and S. E. by S. four Leagues from you, then the City of *Sidon* lies in the same manner from you, the Island, or Rock before the City under which you Anchor, cannot then be seen; the Coast here reacheth along S. S. W. and N. N. E.



Thus appeareth the Land to the Southward of *Sidon*, till you come to the Point of *Tyro*.



Tripoli in *Syria*.

The Land to the Northward of *Tripoli*, appeareth in this manner.

Thus appeareth the Land to the Southward of *Tripoli*, when it bears E. S. E. when you can but see it from aloft, then may you at once see the Land of *Limfot* on *Cyprus*.

Kettle Hill.



Being in the Road of *Tripoli* in *Syria*, the Kettle Hill, and the East-side of *Libano*, being S. E. by E. from you, it appeareth thus; the Kettle Hill then bears E. S. E.

When you are under the Island before *Sidon* at Road; then the Road, and the Land to the Northward of it, and also to the Southward, appeareth as in these four Figures following.

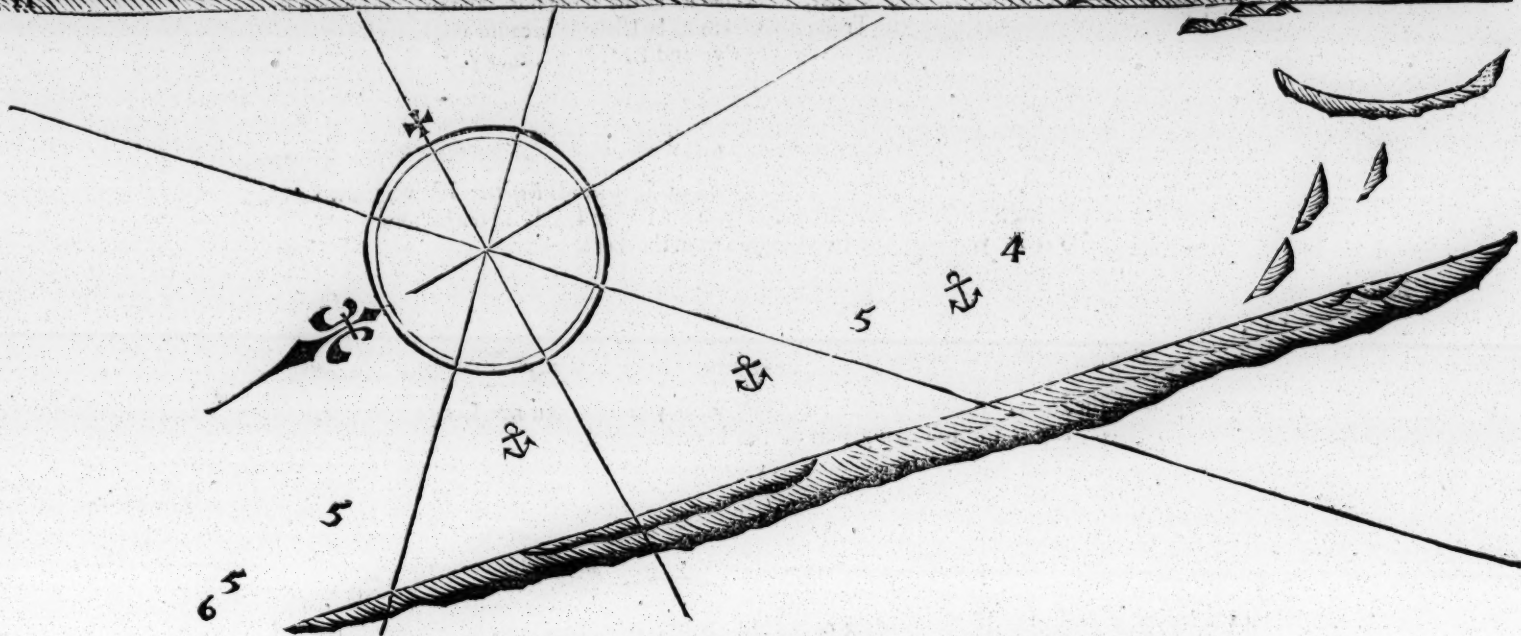


Thus appeareth the Point of Land between *Barni* and *Sidon*.

The



The Land of *Sidon* is then in this manner, and belongeth to the foregoing.



Thus appeareth *Sidon*, with the Land to the Northward of it, with the Island, behind which you Anchor, and is the following part of the Land above.



The Point to the Southward of *Sidon*, appeareth in this manner, bearing S. by W. and S. S. W. seven Leagues from you.

Cape Blanco.

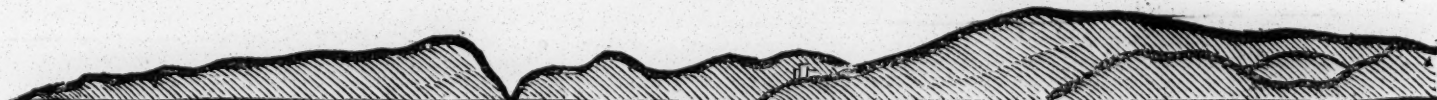
Cape Carmel.



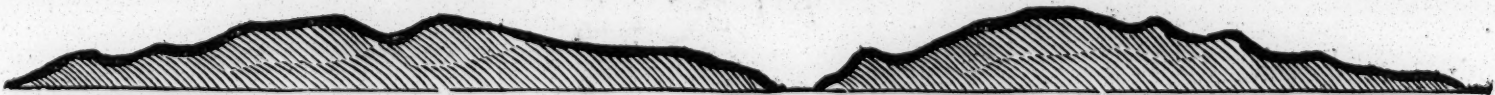
Cape Blanco appeareth thus, bearing E. by S. ten or eleven Leagues from you.

Cape Carmel appeareth thus, bearing S. E. twelve or thirteen Leagues from you.

This is the Land in the Bay *St. John de Acre.*

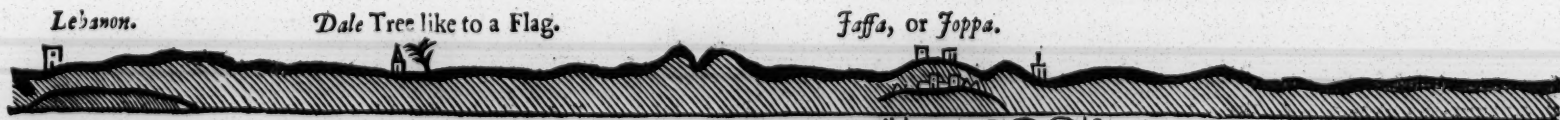


Thus appeareth the Cape of *Carmel*, and the Land in the Bay of *St. John de Acre*, when Cape *Carmel* beareth East, seven or eight Leagues from you.



Thus appeareth Cape *Carmel*, when it bears S. E. and S. E. by S. 10 or 11 Leagues from you.

Thus Cape *Carmel* shews it self, bearing S. S. E. and when you can just see it from below; it's like an Island, for then you see no more Land within the Bay, and it's low towards *Jaffa*, or *Joppa*, and to the Southward of *Jaffa*, the shore is white sand, and to the Northward of *St. John de Acre*, it's high Land, and easie to be known.



Thus appeareth *Jaffa*, or *Joppa*, and the Island to the Northward of it.

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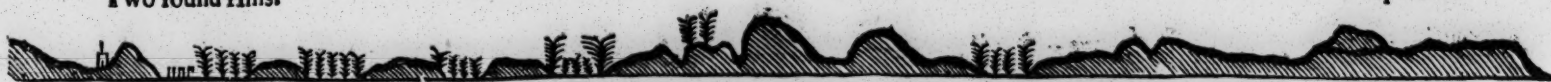
Thus



Thus appeareth the Land mid-way between *Damiata*, and *Cape Brule*, when you can but just see it from below, and then you have about 20 fathom Water, good Ground, and about four or five Leagues from the shore. The Land thereabouts is very low, that you may see the Trees before the Land; and coming something nearer the Land, it appeareth as followeth.

Two round Hills.

Cape Brule.



Thus appeareth the Land between *Damiata* and *Cape Brule*, sailing along by it, the two middle Hills are first seen; the Eastermost is Red Land. A little to the Eastward of that, lies *Damiata* at the shore side, and may be known by the high Steeple. When you first see the Trees, they seem to be Islands, because the Land is low. This Coast reacheth W. N. W. Northerly, and E. S. E. Southerly.



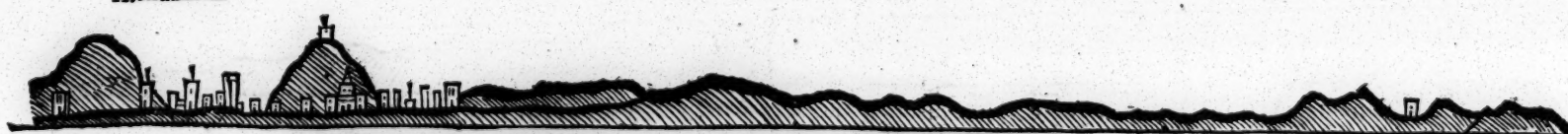
Thus appeareth *Cape de Brule*, and the Land to the Westward of it towards *Rosetti*: It's very low Land, that you may see the Ships lying within, before you can see the Land, in ten fathom Water; you are then two Leagues from the shore.

Rosetti.Cape Becur, *Apokera*.

Thus appeareth the Land to the Westward of *Rosetti*, when you are about five Leagues from it, and is the following part of the Figure above it.

Apokera.*Alexandria*.

In this manner appeareth the Land between *Apokera* and *Alexandria*, when the Castle of *Apokera* bears S. E. by E. and the City *Alexandria* S. by W. and you about four Leagues from the Land, where you will have about fifteen fathom Water.

Alexandria.

Thus appeareth *Alexandria* coming from the Westward, with the Land at the West-side of it, which is Sandy Hills without Trees, and deep Water close aboard the Shore.

FINIS.

